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(54) **MESSAGE USER INTERFACES FOR CAPTURE AND TRANSMITTAL OF MEDIA AND LOCATION CONTENT**

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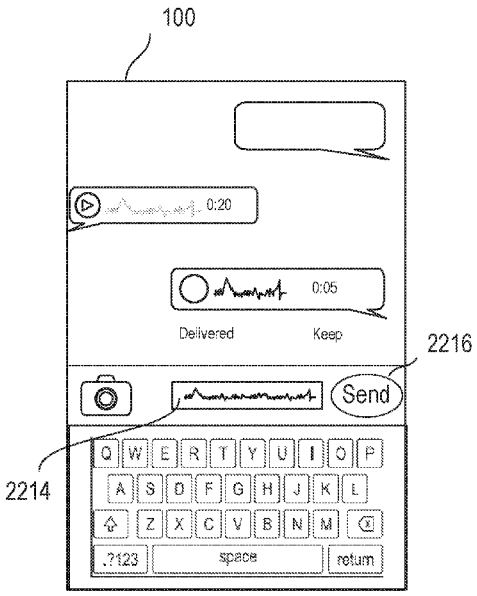
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(57) **ABSTRACT**

An electronic device displays a messaging interface that allows a participant in a message conversation to capture, send, and/or play media content. The media content includes images, video, and/or audio. The media content is captured, sent, and/or played based on the electronic device detecting one or more conditions.

45 Claims, 60 Drawing Sheets



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See application file for complete search history.

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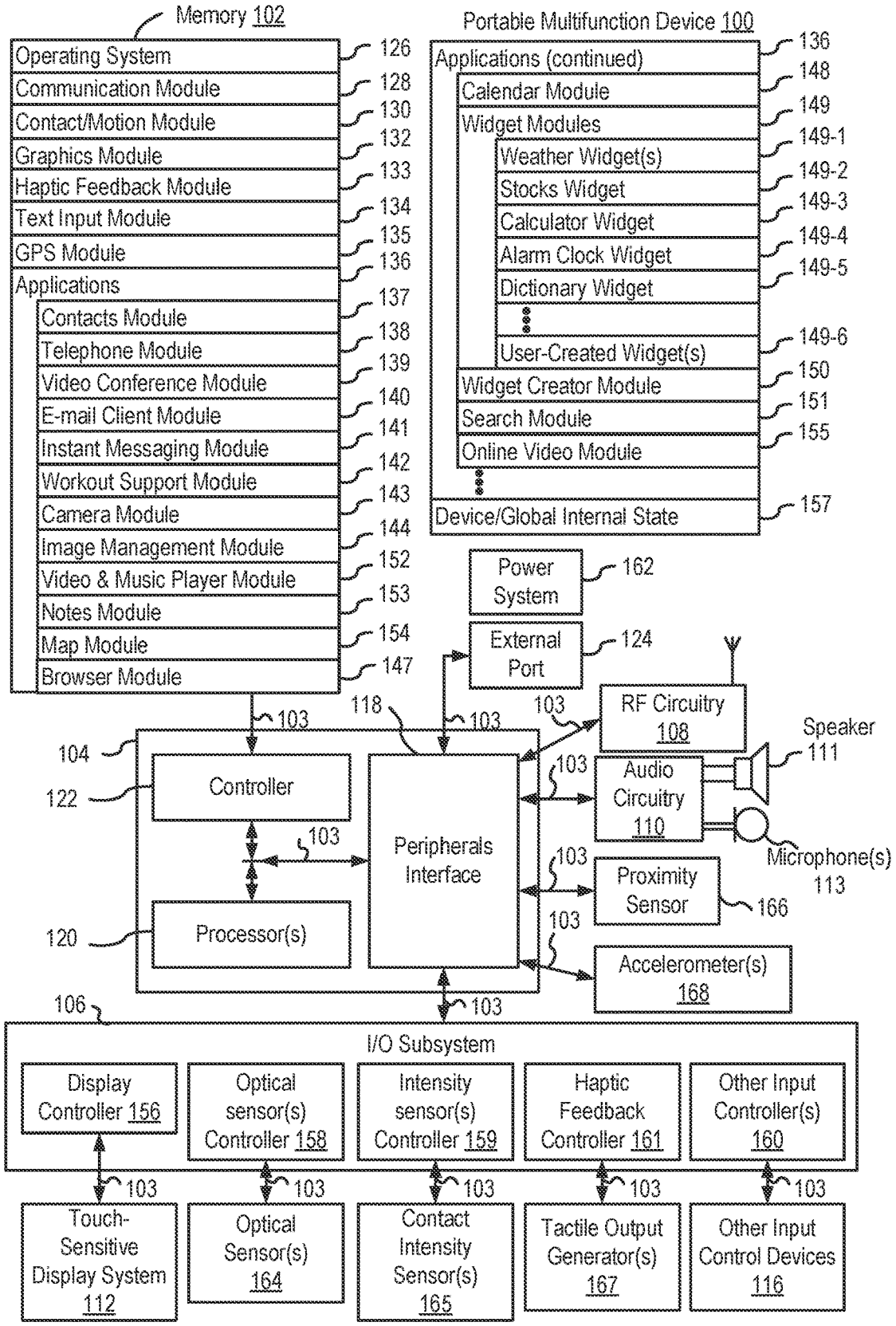

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Haptic Feedback Module 133
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GPS Module 135
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Stocks Widget 149-2
Calculator Widget 149-3
Alarm Clock Widget 149-4
Dictionary Widget 149-5
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Search Module 151
Online Video Module 155
Device/Global Internal State 157
Power System 162
External Port 124
RF Circuitry 108
Speaker 111
Audio Circuitry 110
Microphone(s) 113
Proximity Sensor 166
Accelerometer(s) 168
Peripherals Interface
Controller
Processor(s)
104
122
120
118
103
106
I/O Subsystem
Display Controller 156
Optical sensor(s) Controller 158
Intensity sensor(s) Controller 159
Haptic Feedback Controller 161
Other Input Controller(s) 160
Touch-Sensitive Display System 112
Optical Sensor(s) 164
Contact Intensity Sensor(s) 165
Tactile Output Generator(s) 167
Other Input Control Devices 116

FIG. 1A

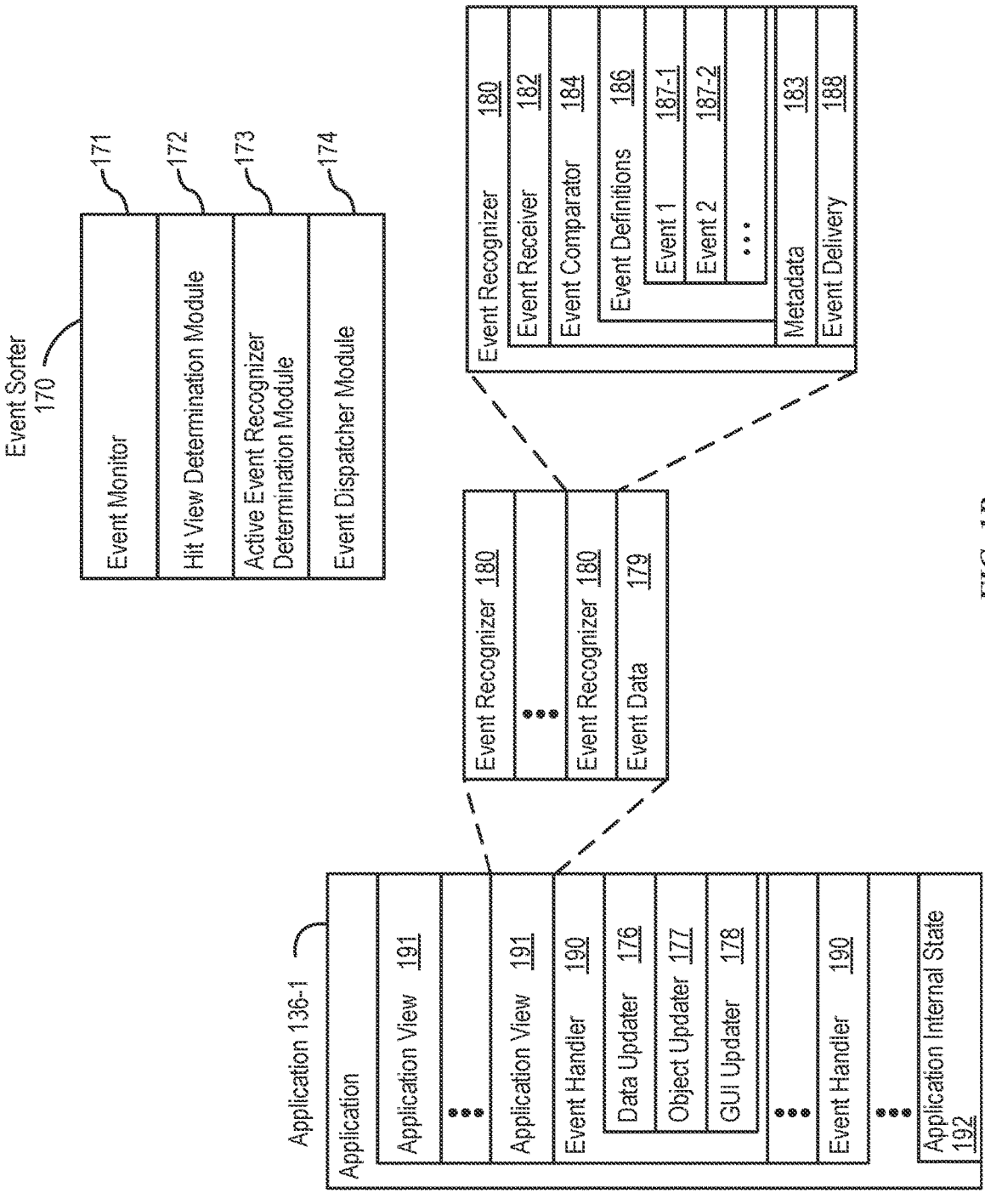

Event Sorter
170
171
Event Monitor
172
Hit View Determination Module
173
Active Event Recognizer Determination Module
174
Event Dispatcher Module
Event Recognizer 180
Event Receiver 182
Event Comparator 184
Event Definitions 186
Event 1 187-1
Event 2 187-2
...
Metadata 183
Event Delivery 188
Event Recognizer 180
...
Event Recognizer 180
Event Data 179
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Application View 191
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Application View 191
Event Handler 190
Data Updater 176
Object Updater 177
GUI Updater 178
...
Event Handler 190
...
Application Internal State 192

FIG. 1B

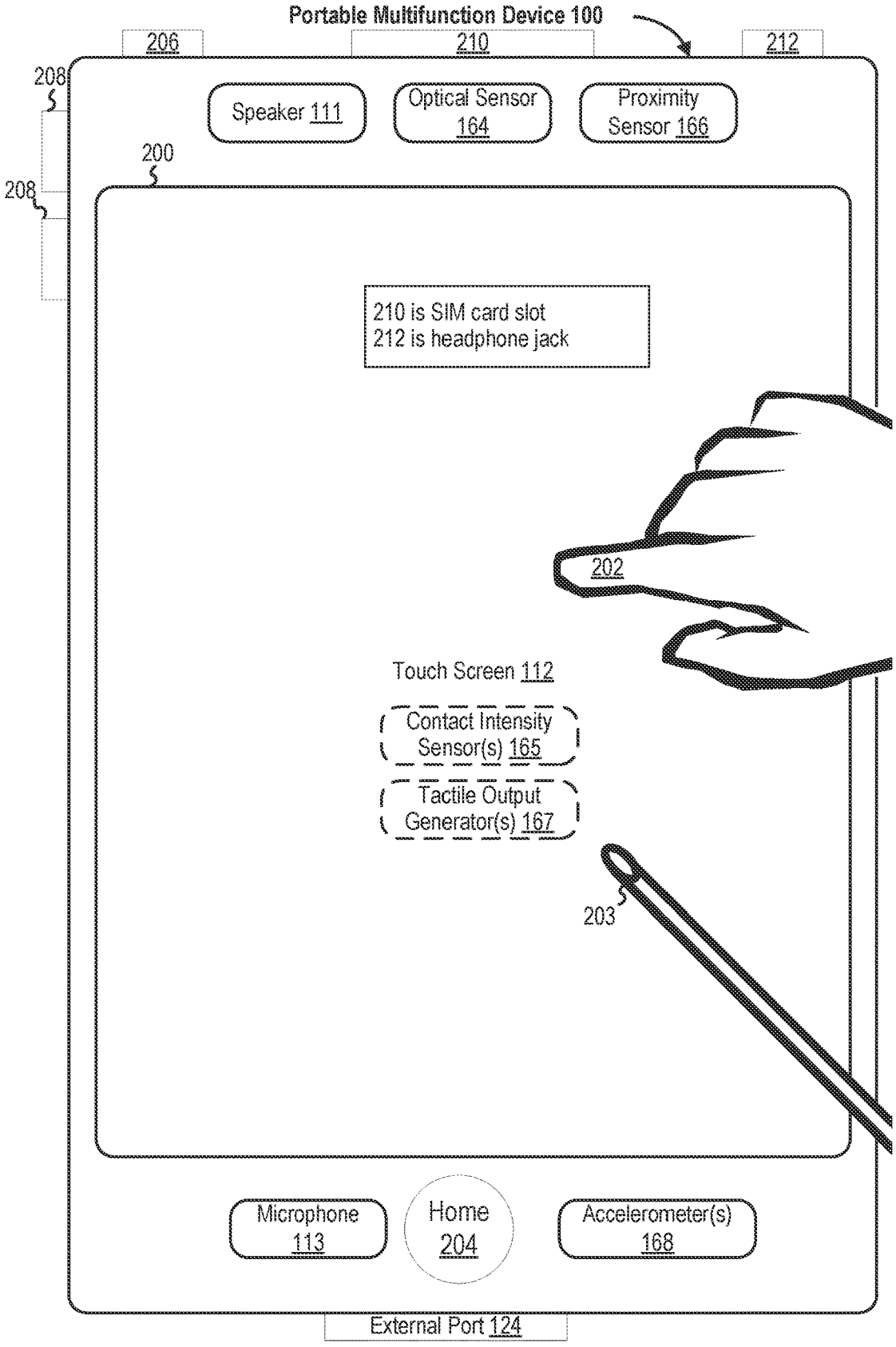

Portable Multifunction Device 100
206
210
212
208
Speaker 111
Optical Sensor 164
Proximity Sensor 166
200
208
210 is SIM card slot
212 is headphone jack
202
Touch Screen 112
Contact Intensity Sensor(s) 165
Tactile Output Generator(s) 167
203
Microphone 113
Home 204
Accelerometer(s) 168
External Port 124

FIG. 2

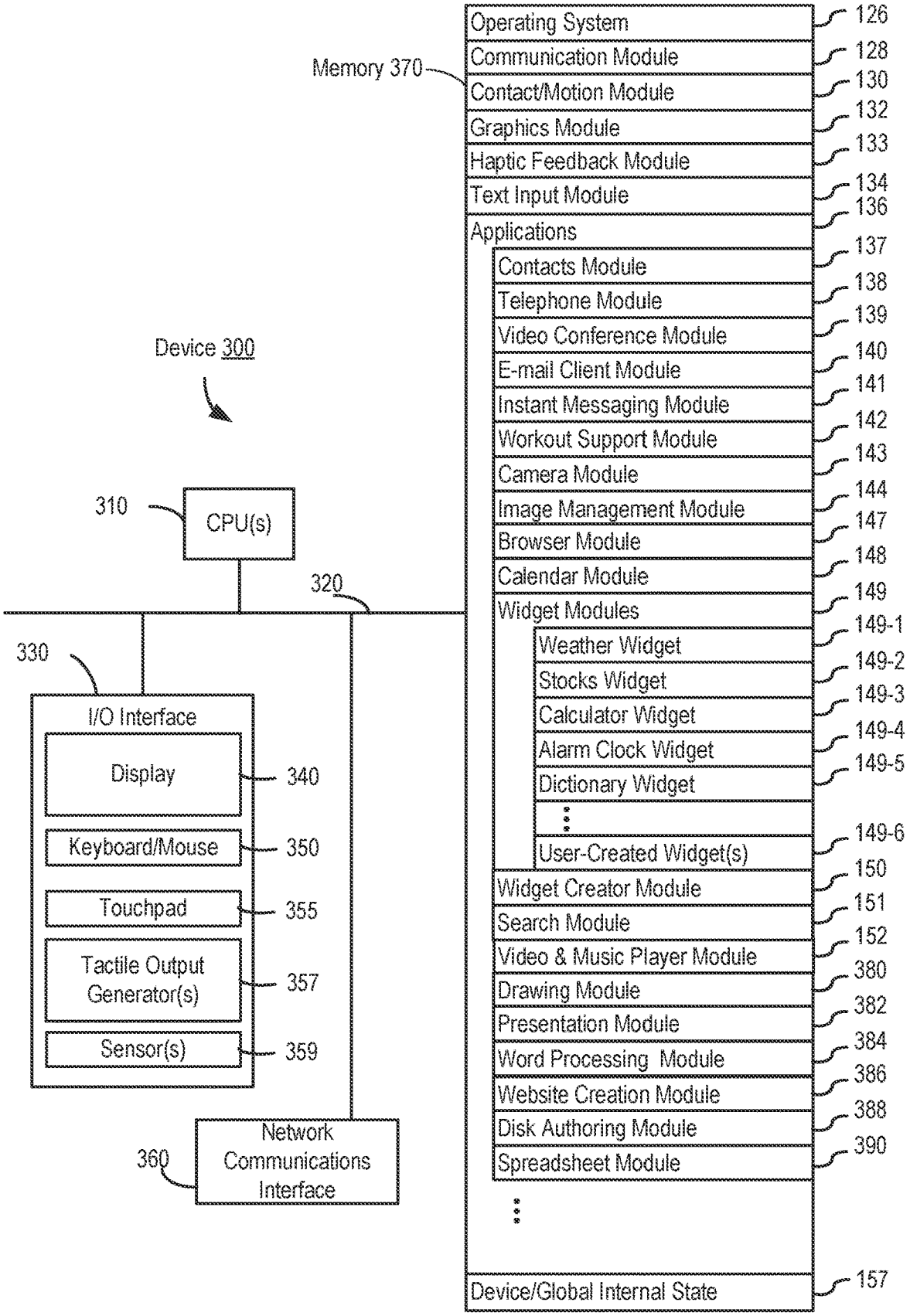

Device 300
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CPU(s)
320
330
I/O Interface
Display
340
Keyboard/Mouse
350
Touchpad
355
Tactile Output Generator(s)
357
Sensor(s)
359
Network Communications Interface
360
Memory 370
Operating System
126
Communication Module
128
Contact/Motion Module
130
Graphics Module
132
Haptic Feedback Module
133
Text Input Module
134
Applications
136
Contacts Module
137
Telephone Module
138
Video Conference Module
139
E-mail Client Module
140
Instant Messaging Module
141
Workout Support Module
142
Camera Module
143
Image Management Module
144
Browser Module
147
Calendar Module
148
Widget Modules
149
Weather Widget
149-1
Stocks Widget
149-2
Calculator Widget
149-3
Alarm Clock Widget
149-4
Dictionary Widget
149-5
User-Created Widget(s)
149-6
Widget Creator Module
150
Search Module
151
Video & Music Player Module
152
Drawing Module
380
Presentation Module
382
Word Processing Module
384
Website Creation Module
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Disk Authoring Module
388
Spreadsheet Module
390
Device/Global Internal State
157

FIG. 3

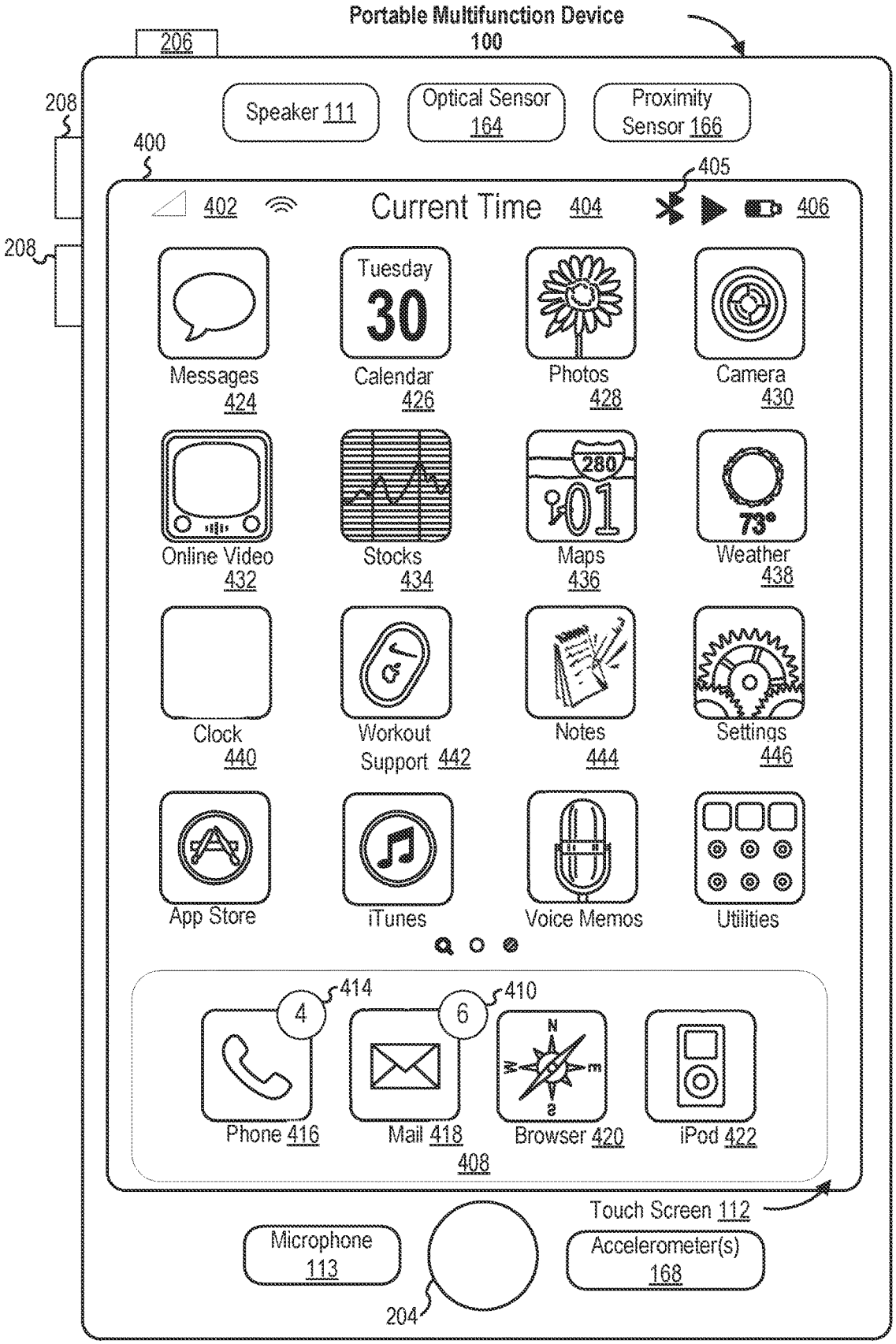
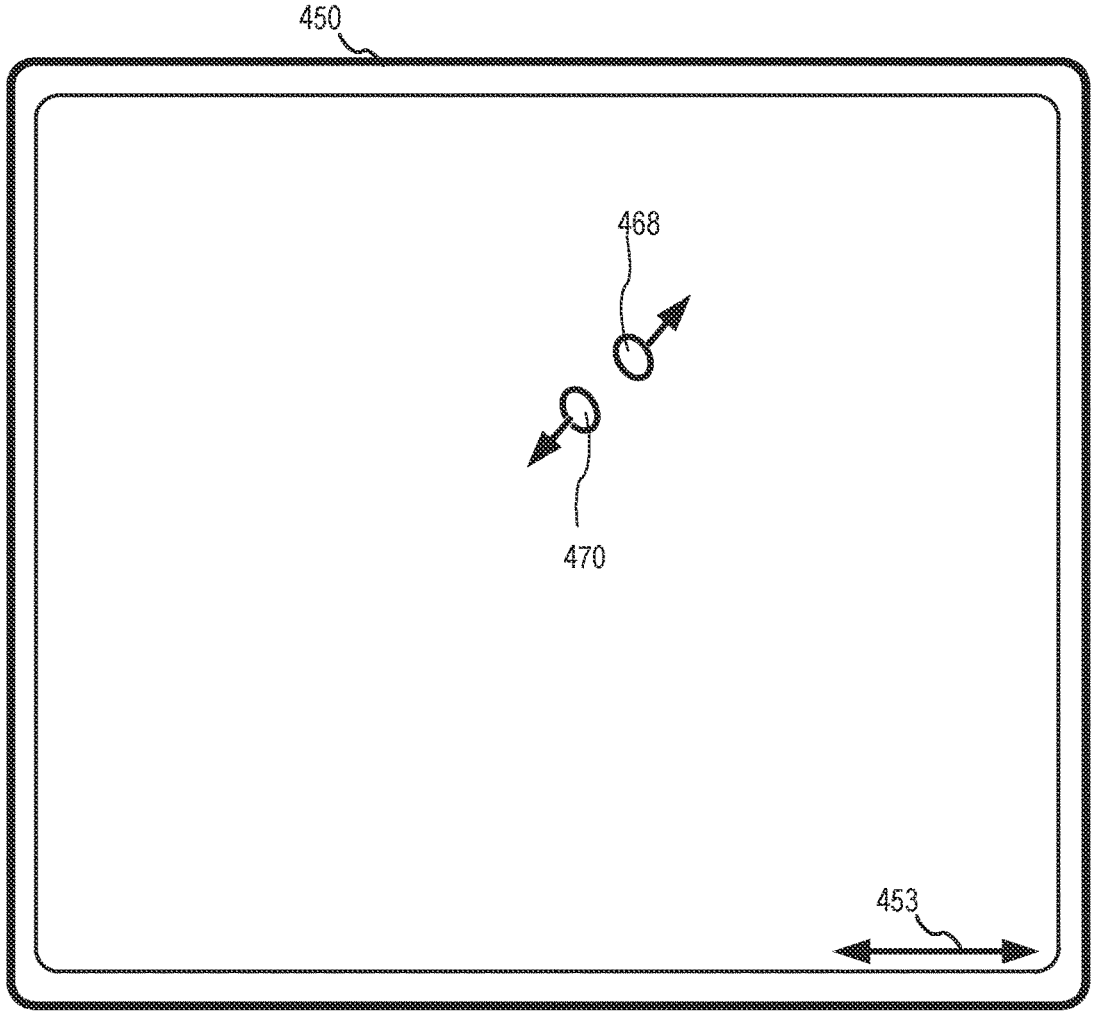

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Speaker 111
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Proximity Sensor 166
400
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402
Current Time 404
406
208
Messages 424
Tuesday 30
Calendar 426
Photos 428
Camera 430
Online Video 432
Stocks 434
280 01
Maps 436
73°
Weather 438
Clock 440
Workout Support 442
Notes 444
Settings 446
App Store
iTunes
Voice Memos
Utilities
414
410
4
6
N
W
E
S
Phone 416
Mail 418
Browser 420
iPod 422
408
Touch Screen 112
Microphone 113
Accelerometer(s) 168
204

FIG. 4A


450
468
470
453

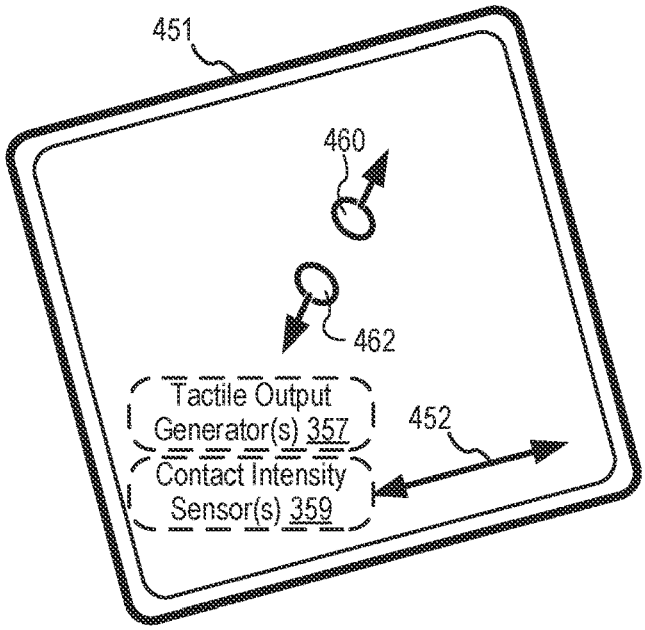

451
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462
Tactile Output Generator(s) 357
Contact Intensity Sensor(s) 359
452

FIG. 4B

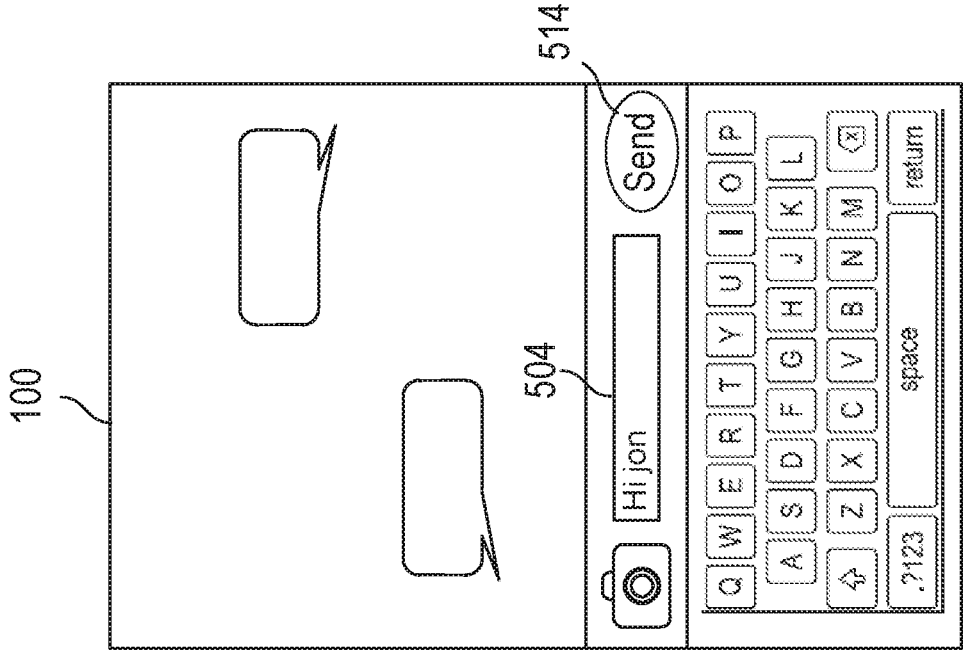

100
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Send
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space
return
.?123

FIG. 5B

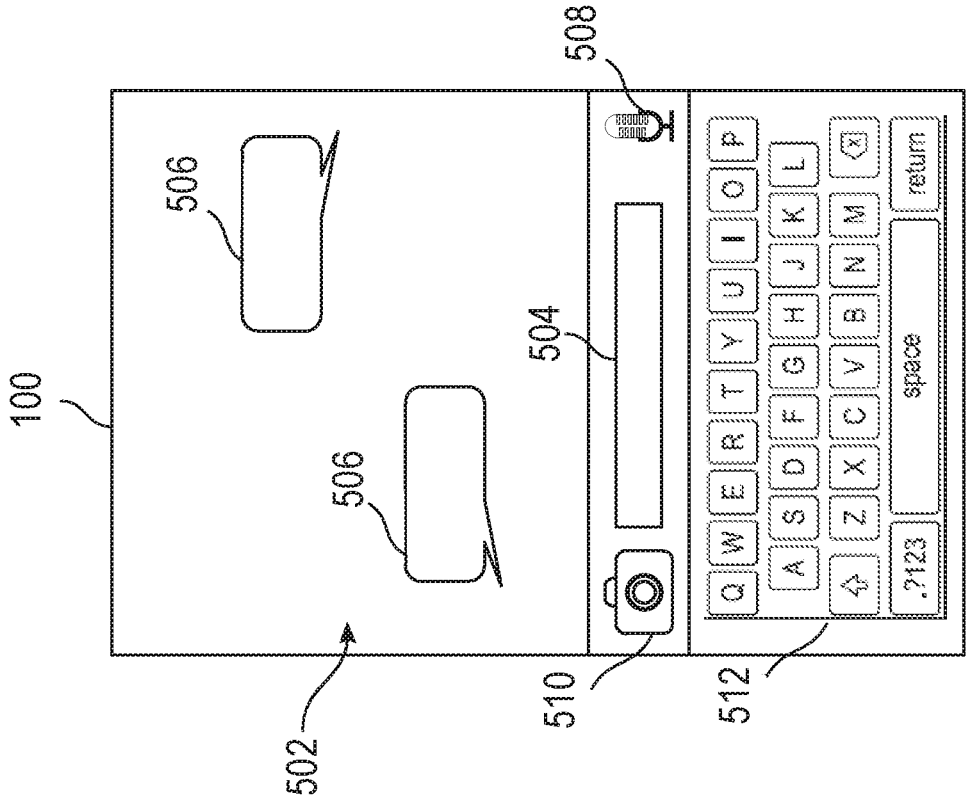

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FIG. 5A

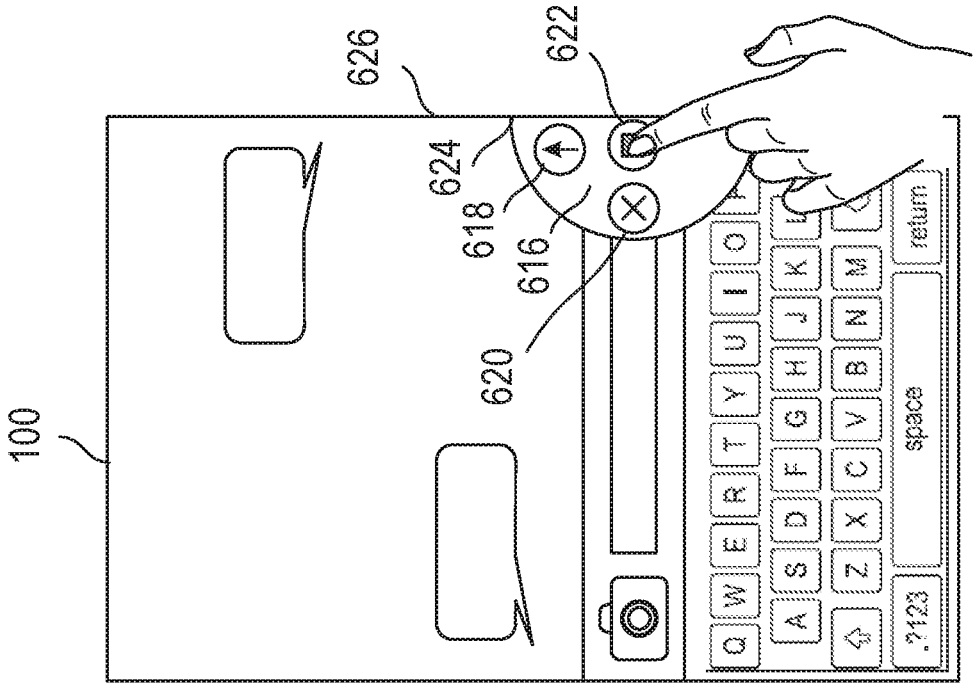

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626
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FIG. 6B

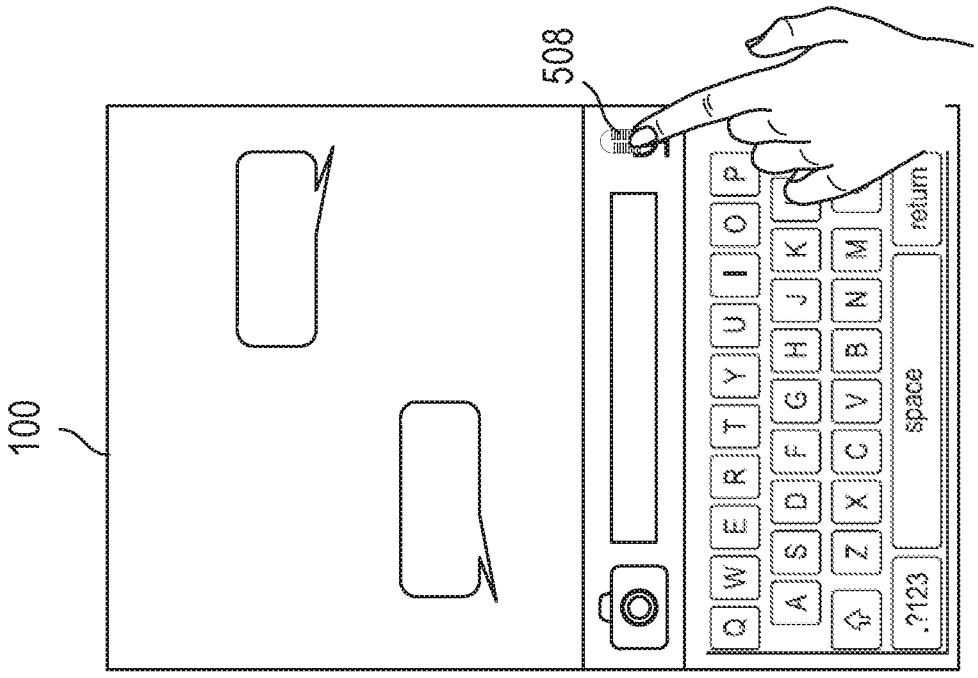

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FIG. 6A

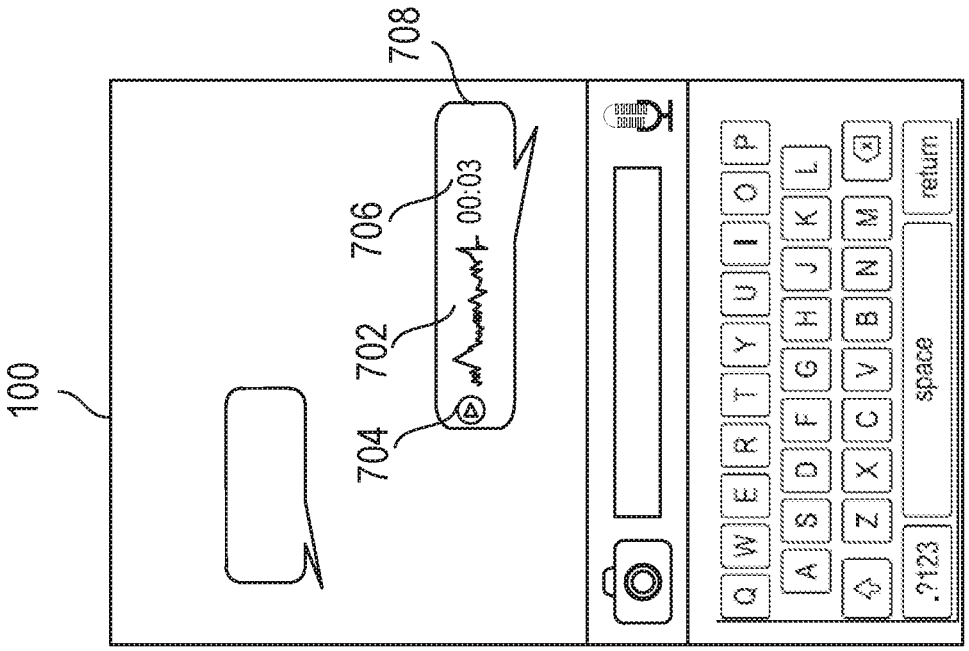

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FIG. 7B

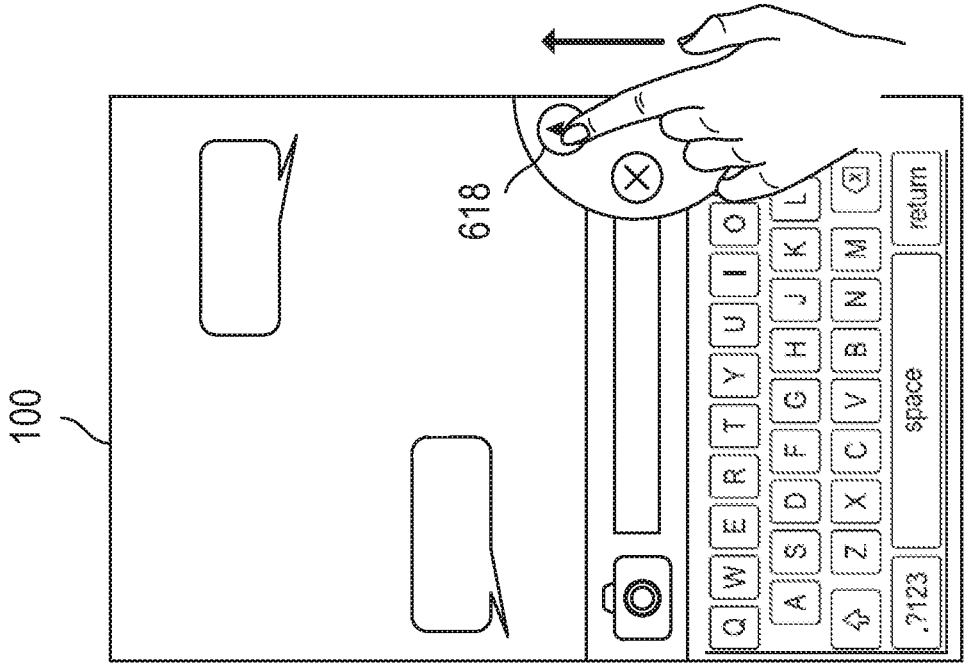

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618
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FIG. 7A

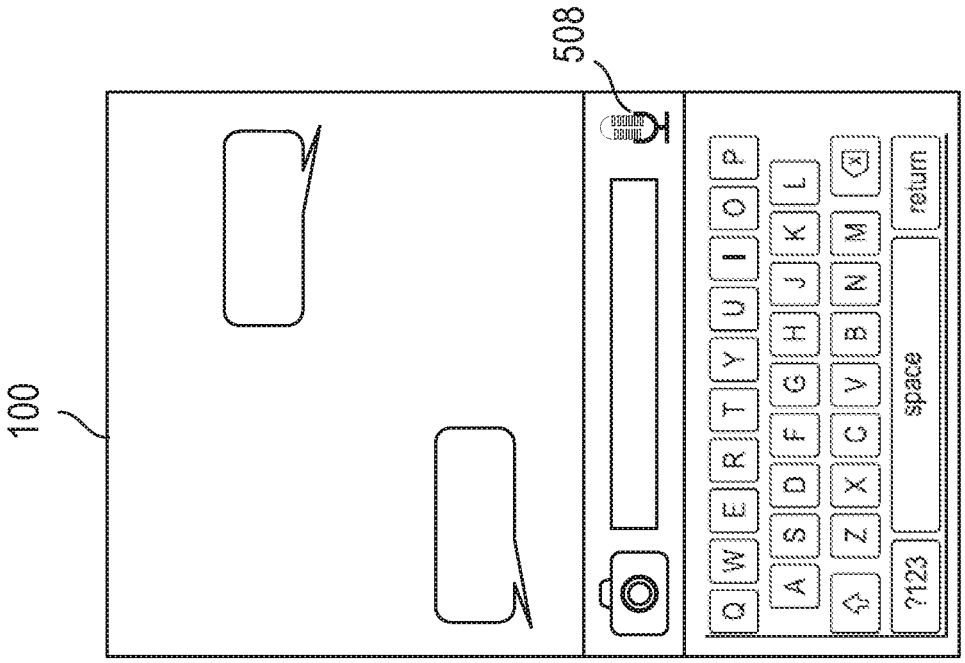

508
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space
return

FIG. 7D

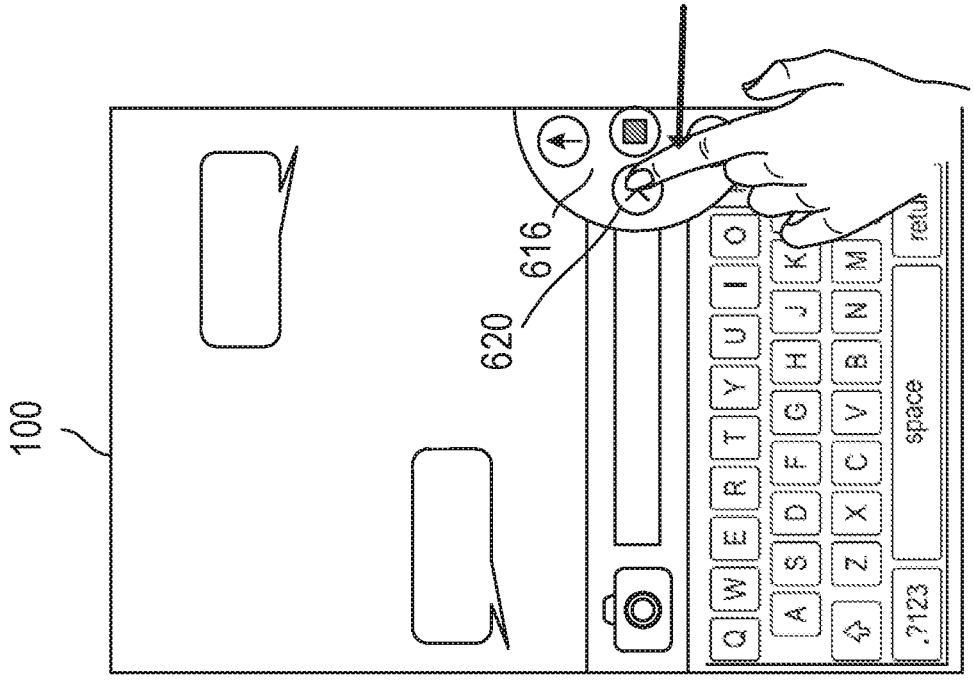

616
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space

FIG. 7C

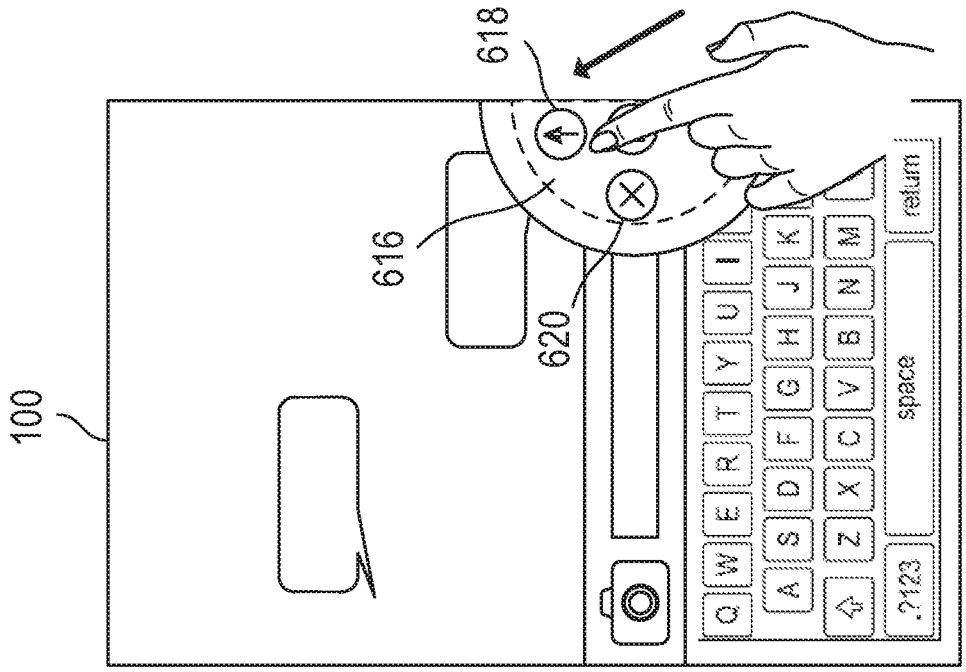


FIG. 8

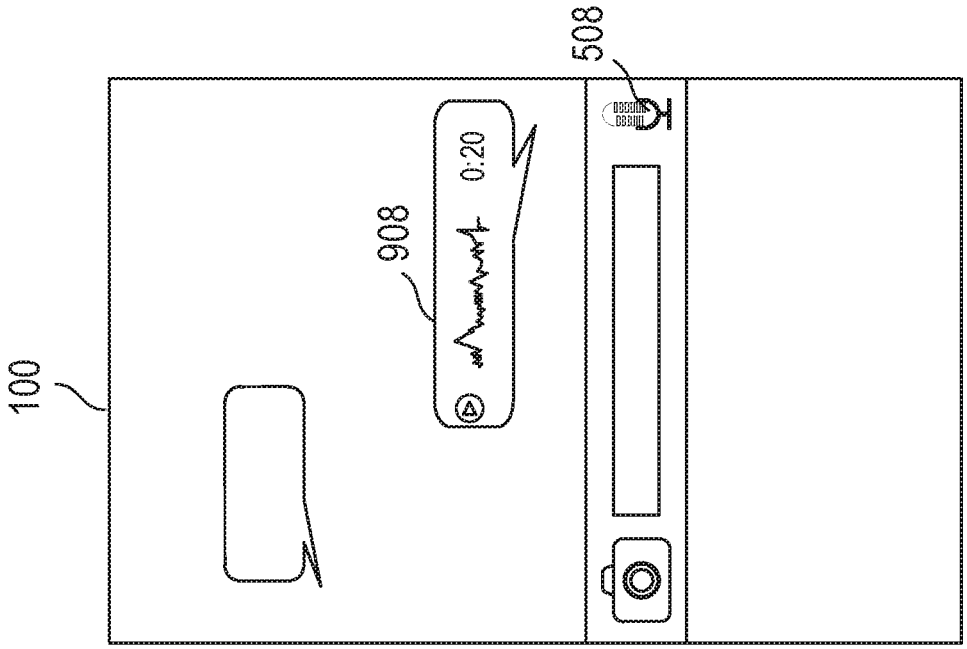


FIG. 9B

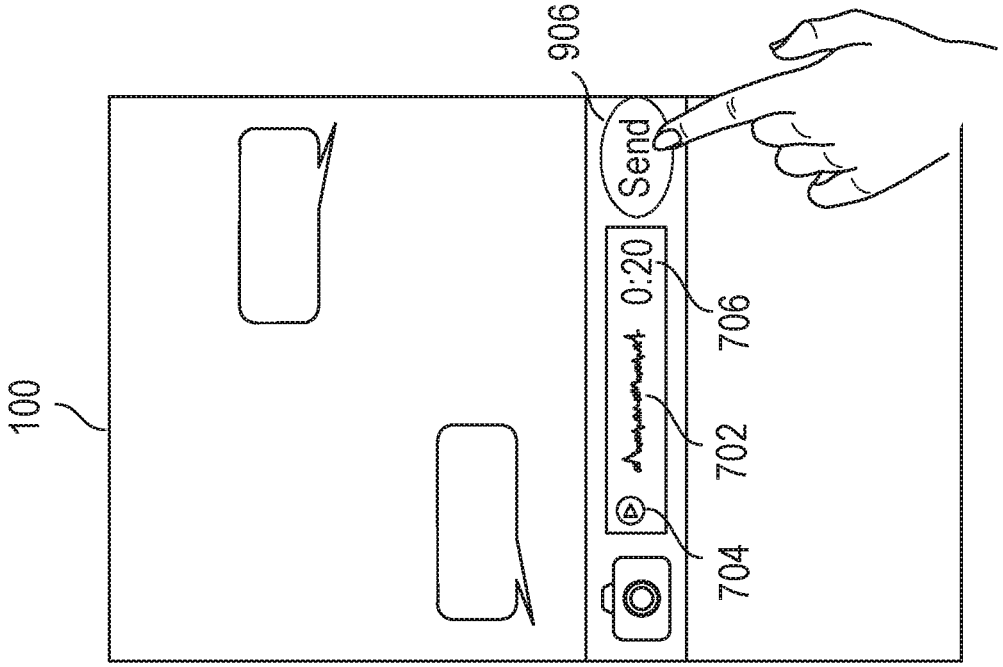


FIG. 9A

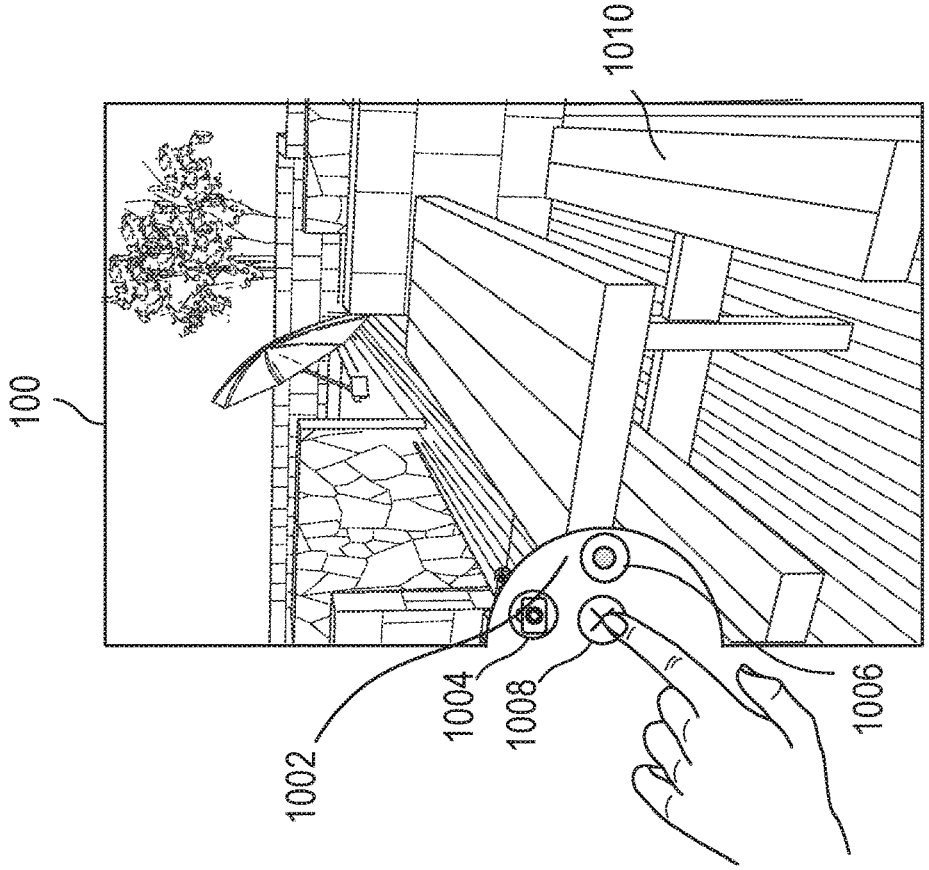


FIG. 10B

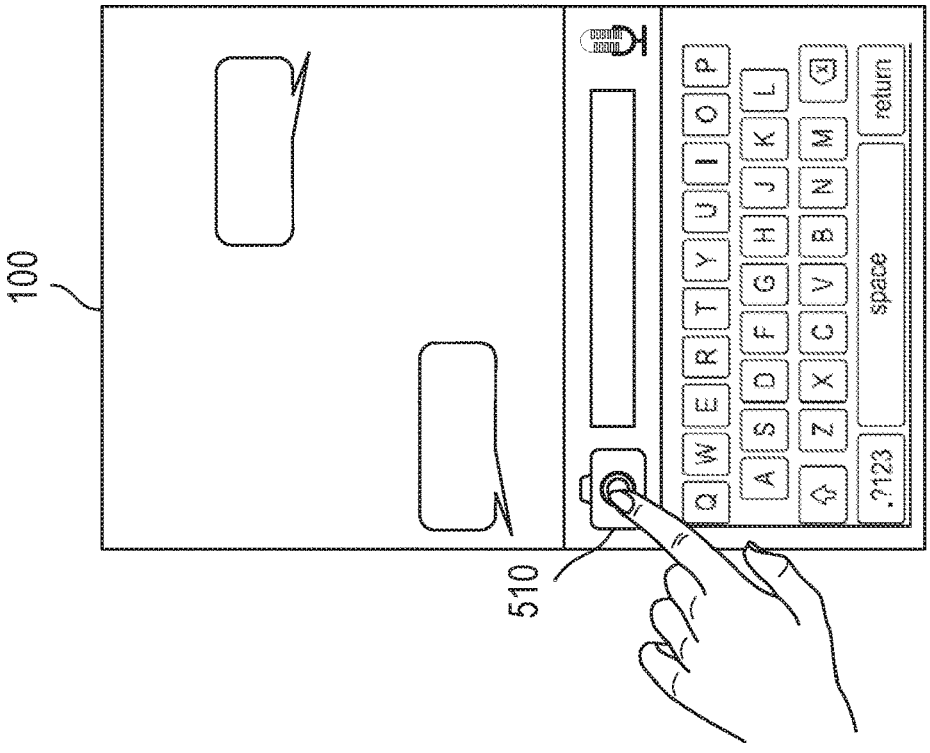


FIG. 10A

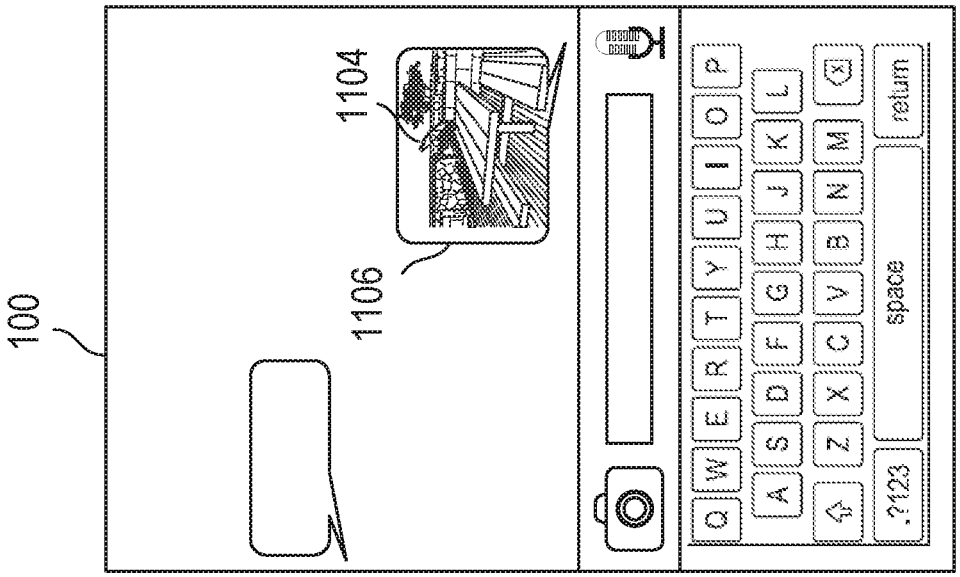


FIG. 11B

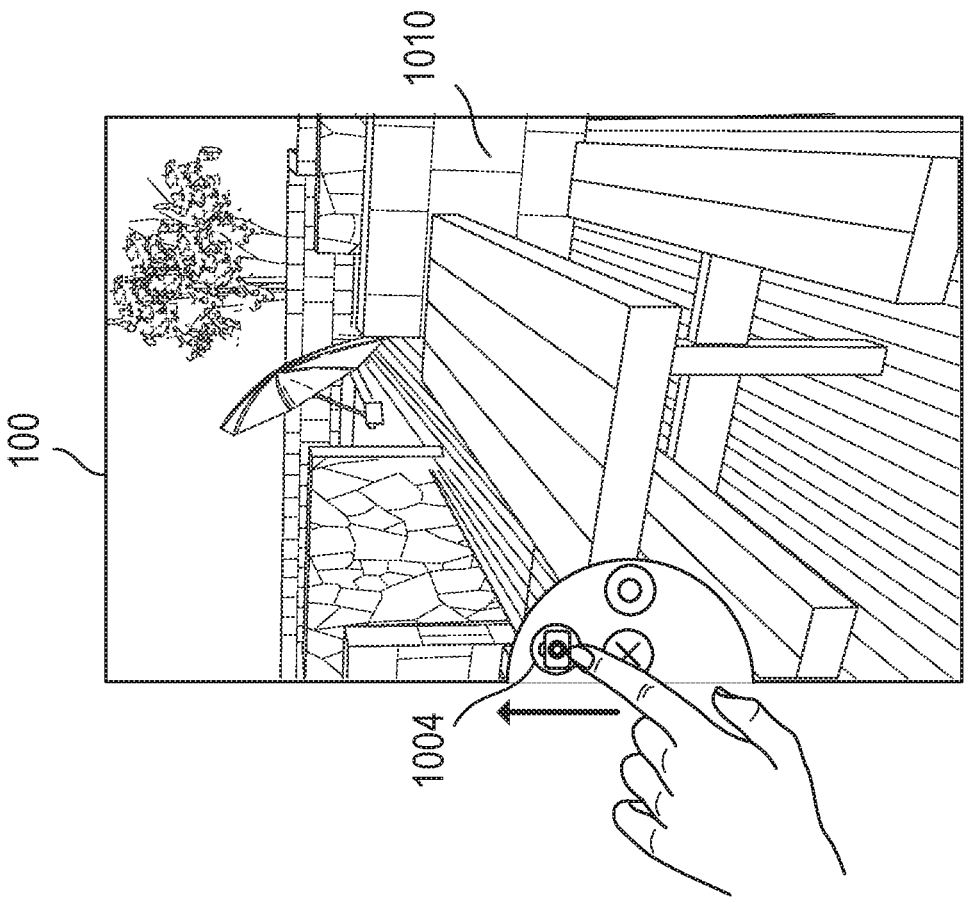


FIG. 11A

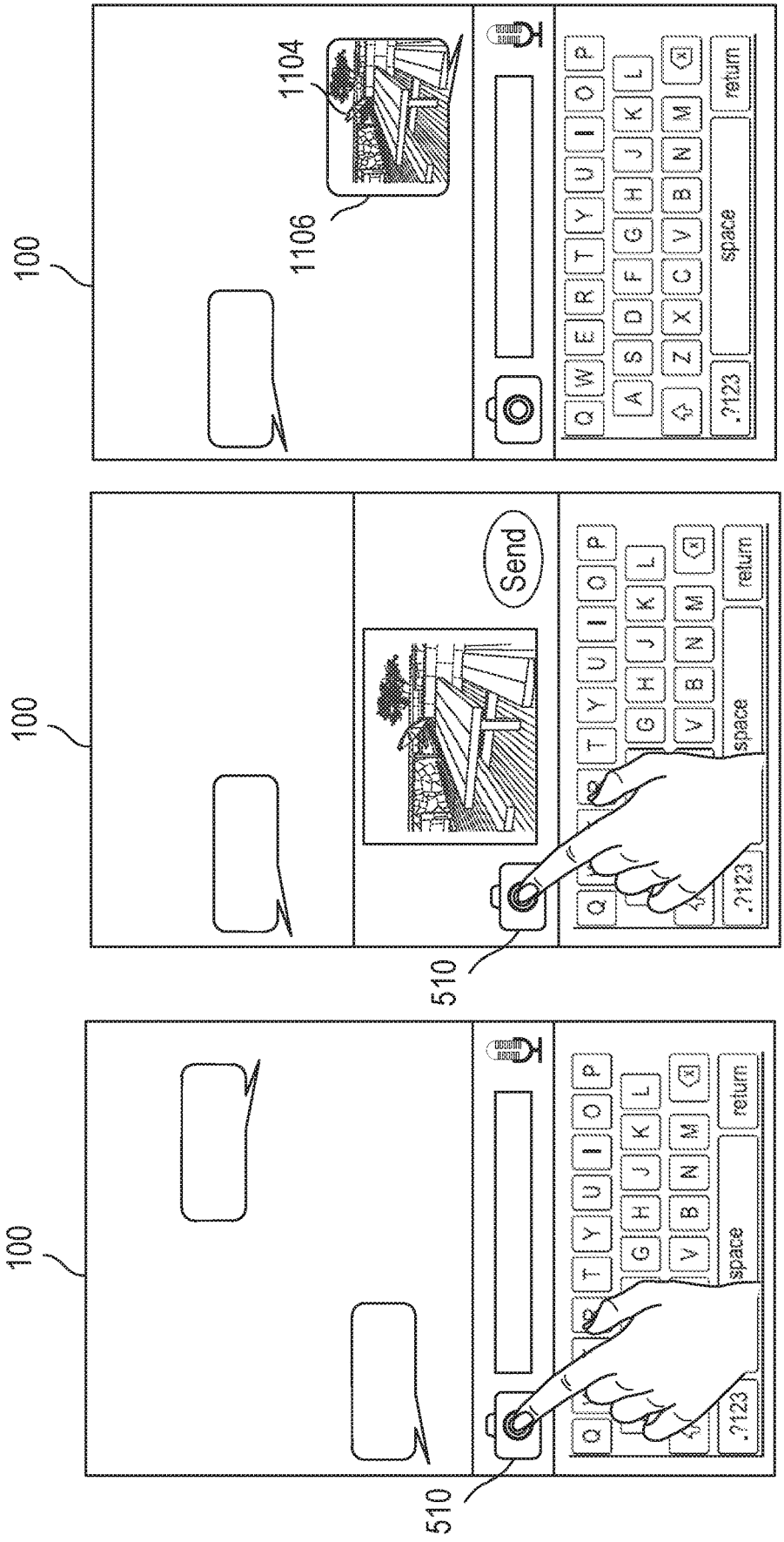


FIG. 11E

FIG. 11D

FIG. 11C

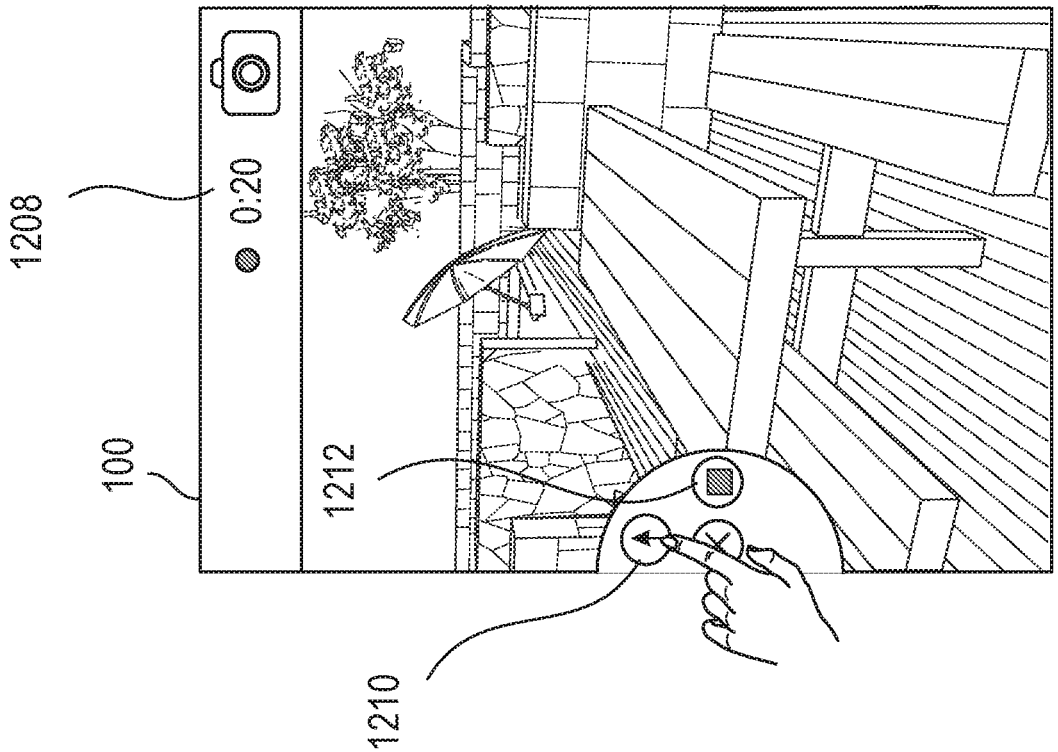


FIG. 12B

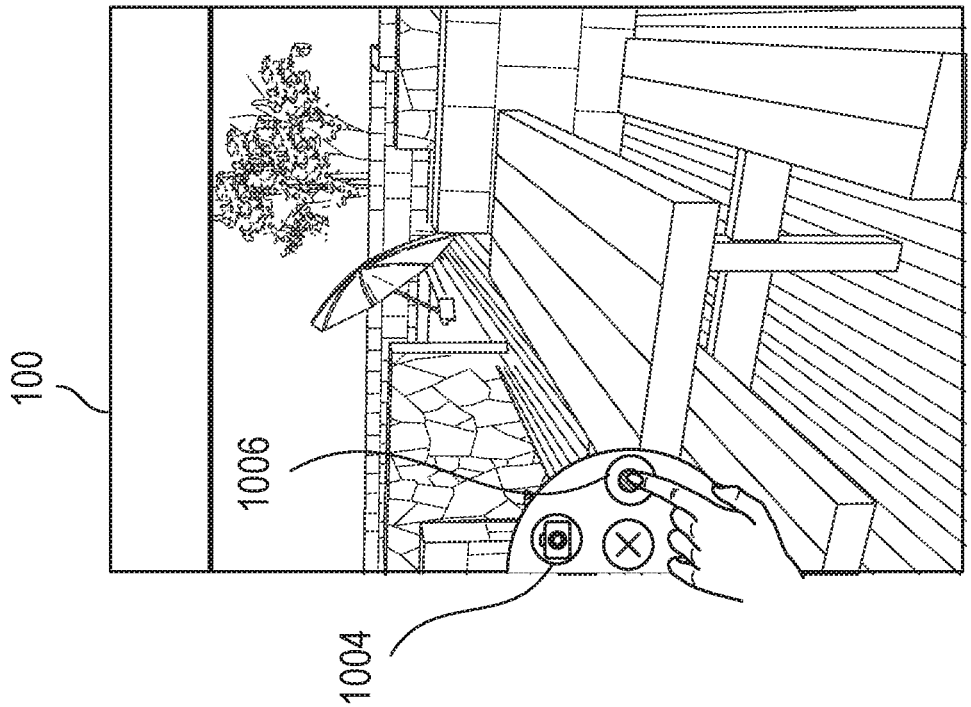


FIG. 12A

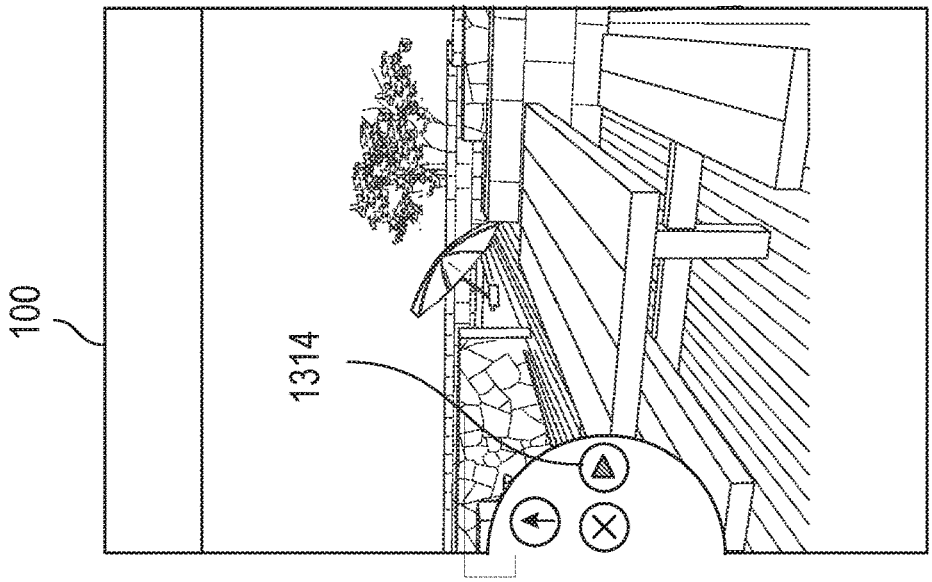


FIG. 13C

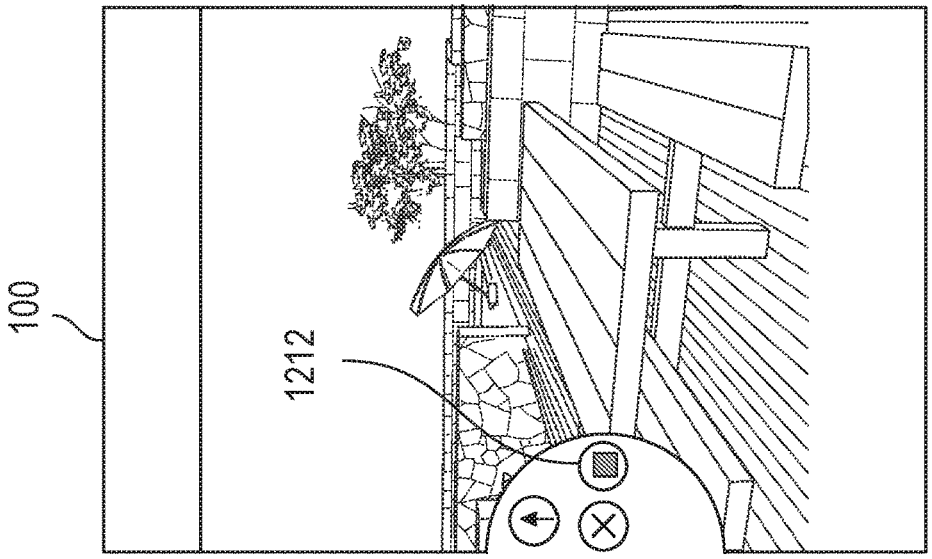


FIG. 13B

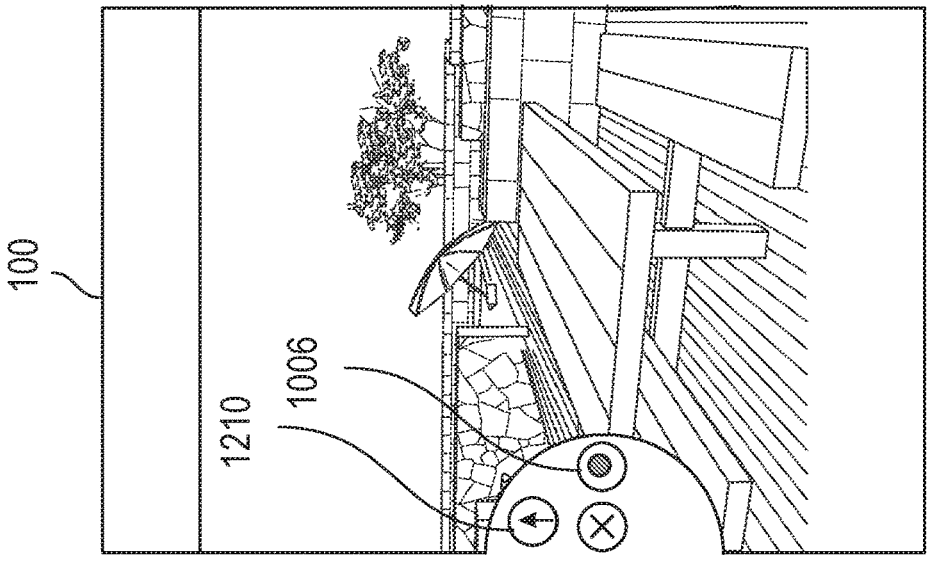


FIG. 13A

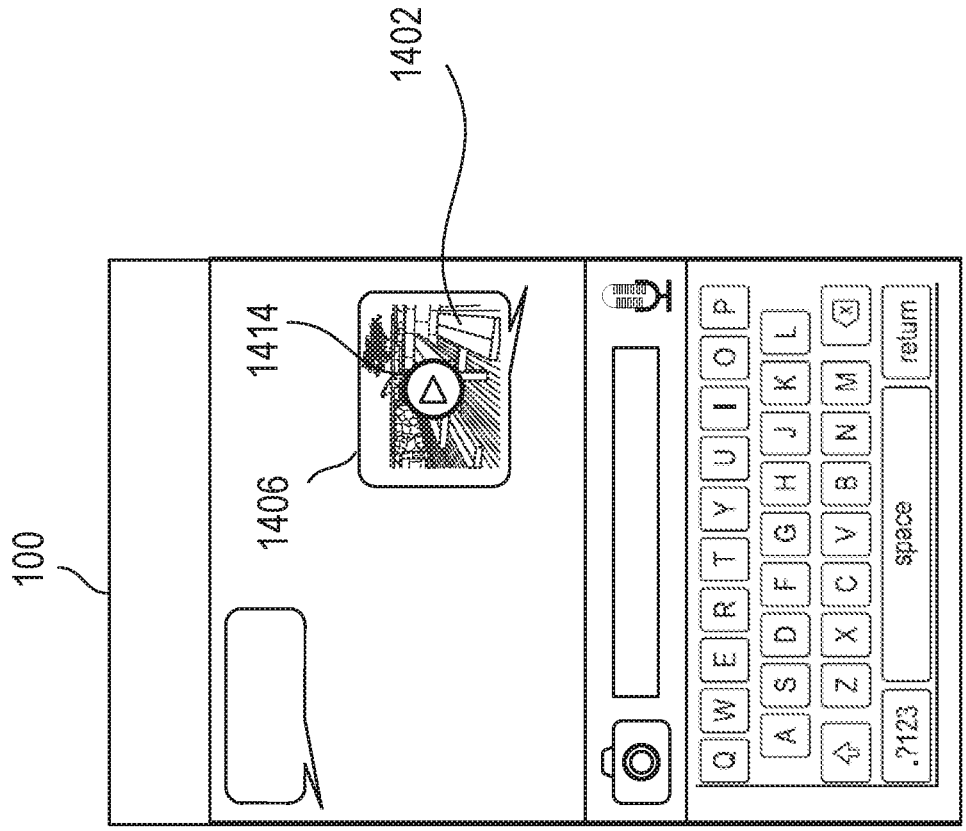

100
1406
1414
1402
Q W E R T Y U I O P
A S D F G H J K L
Z X C V B N M
.?123
space
return

FIG. 14

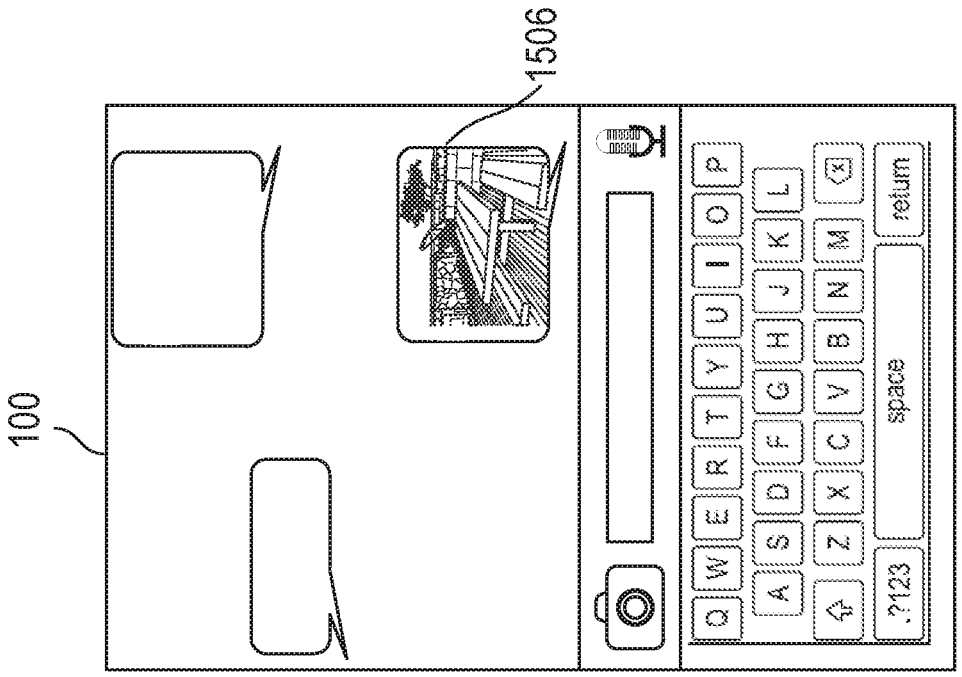


FIG. 15B

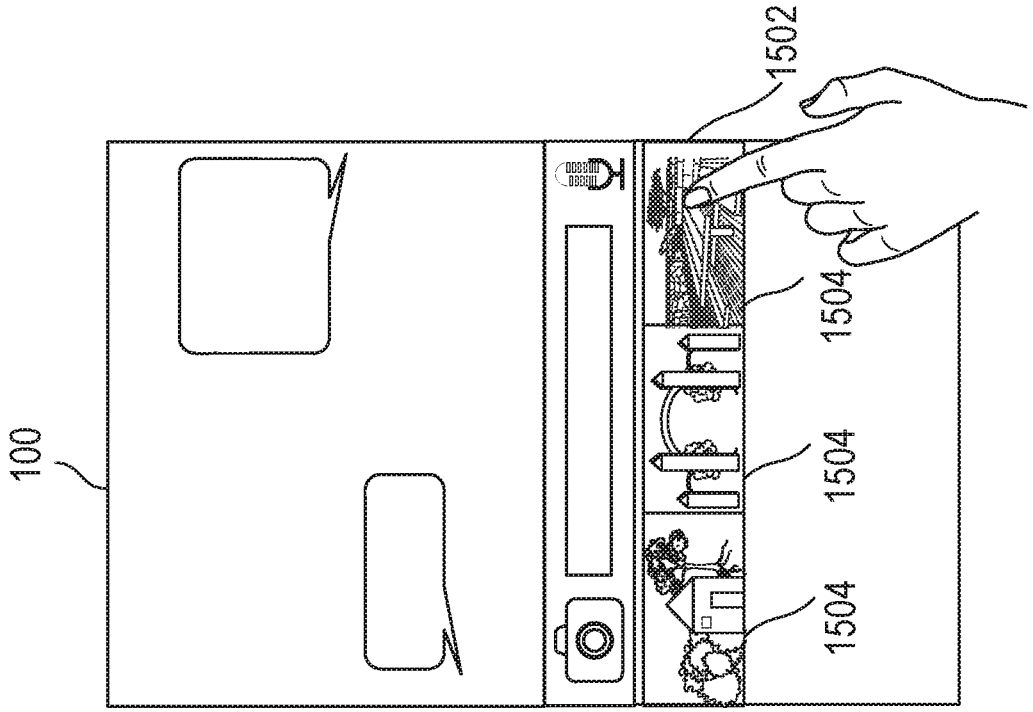


FIG. 15A

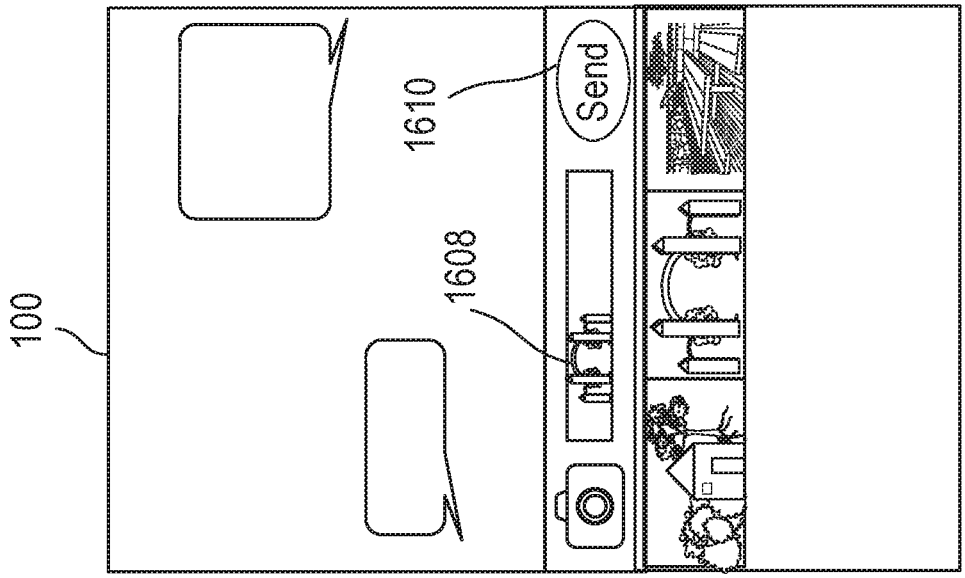


FIG. 16B

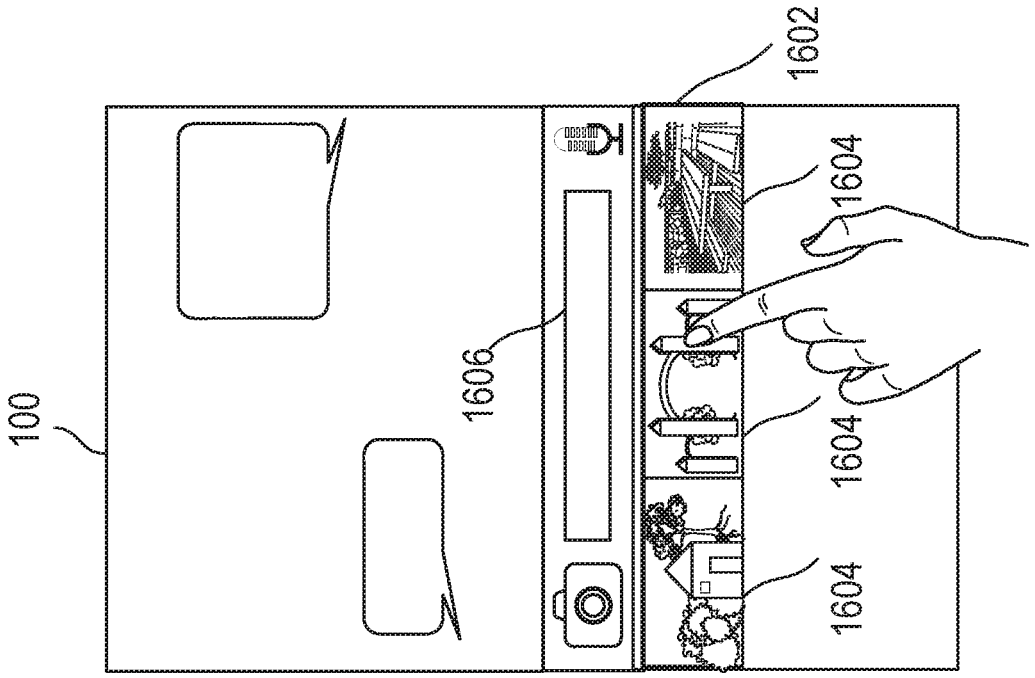


FIG. 16A

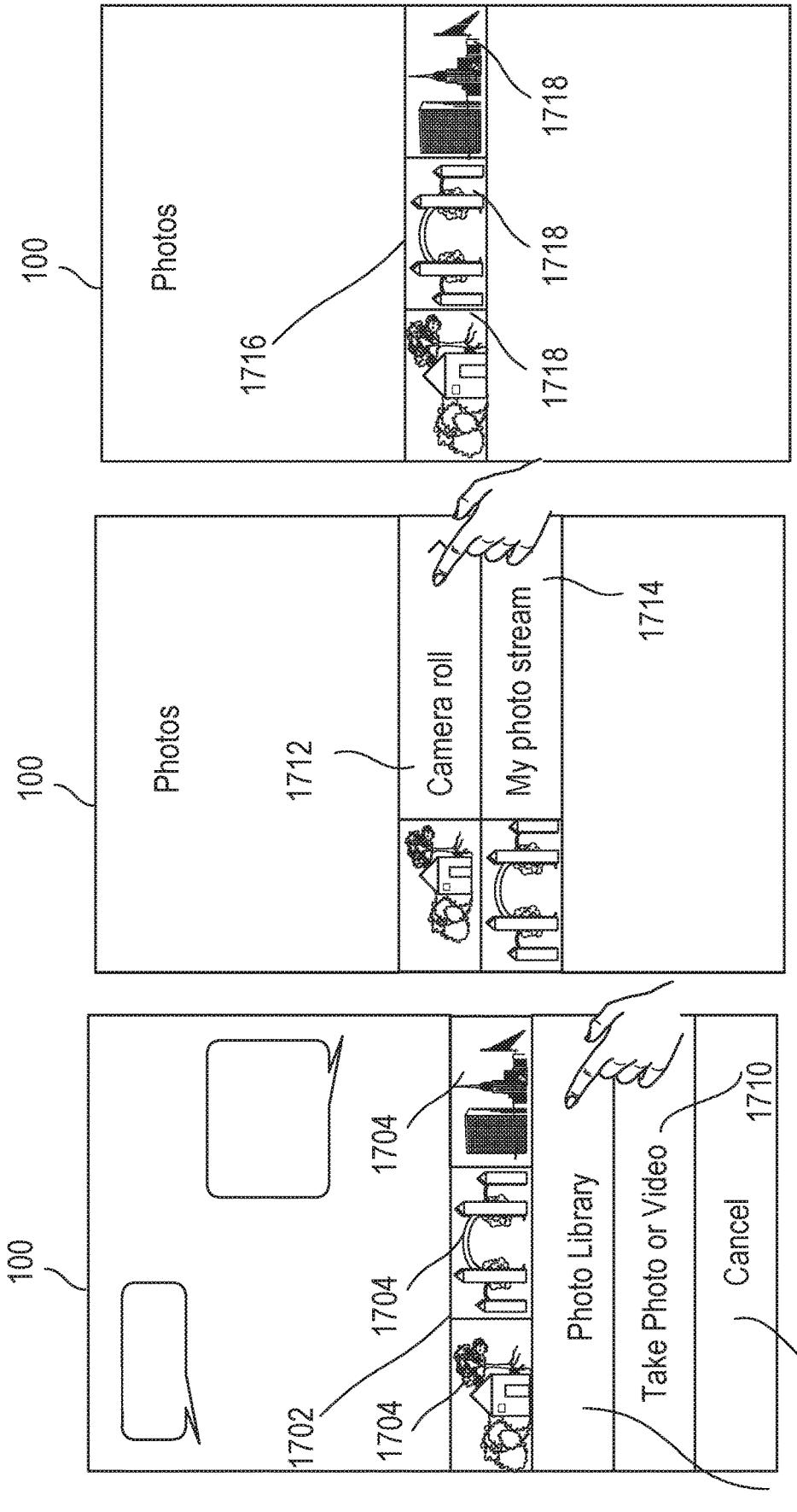


FIG. 17A

FIG. 17B

FIG. 17C

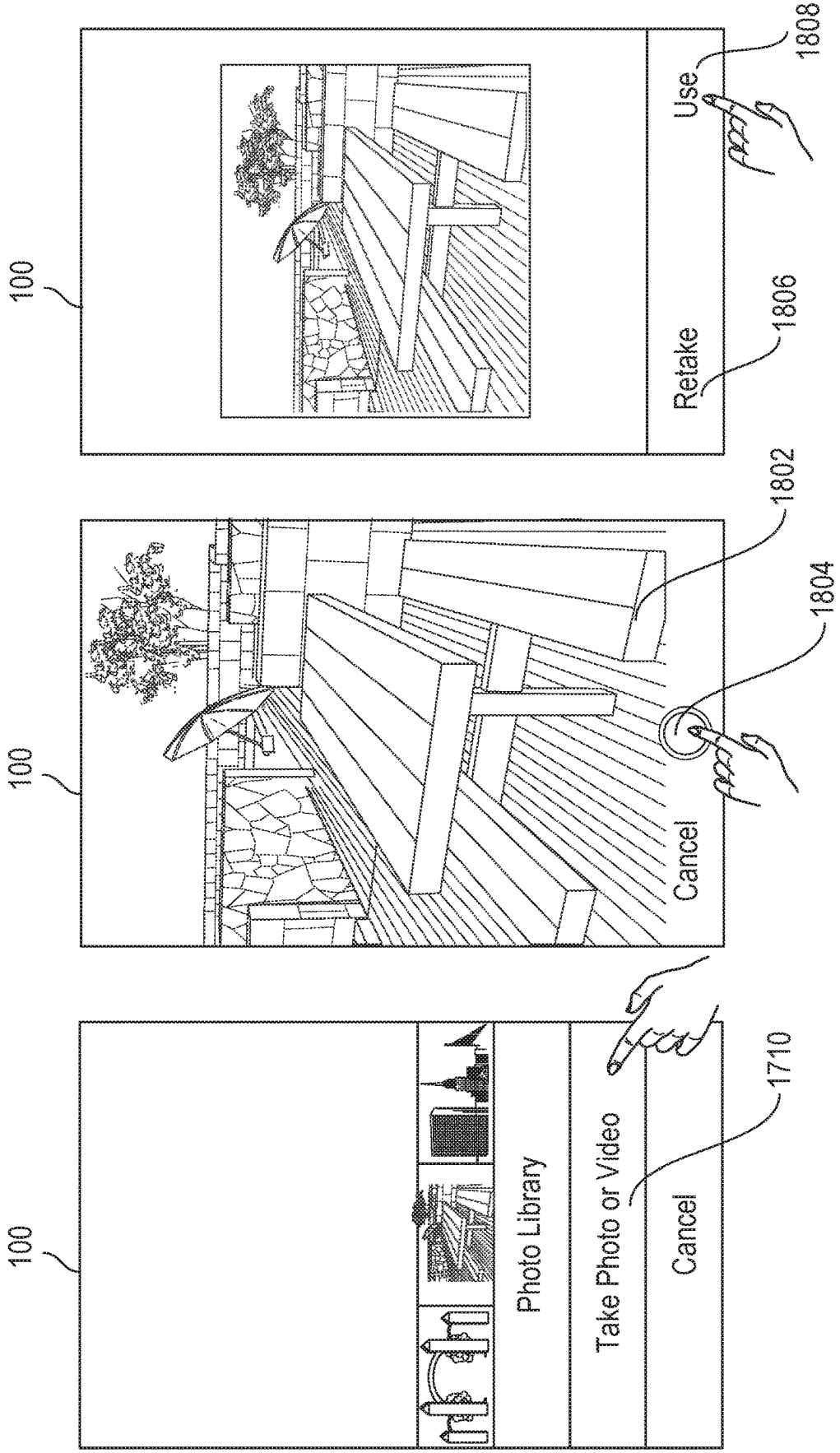


FIG. 18A

FIG. 18B

FIG. 18C

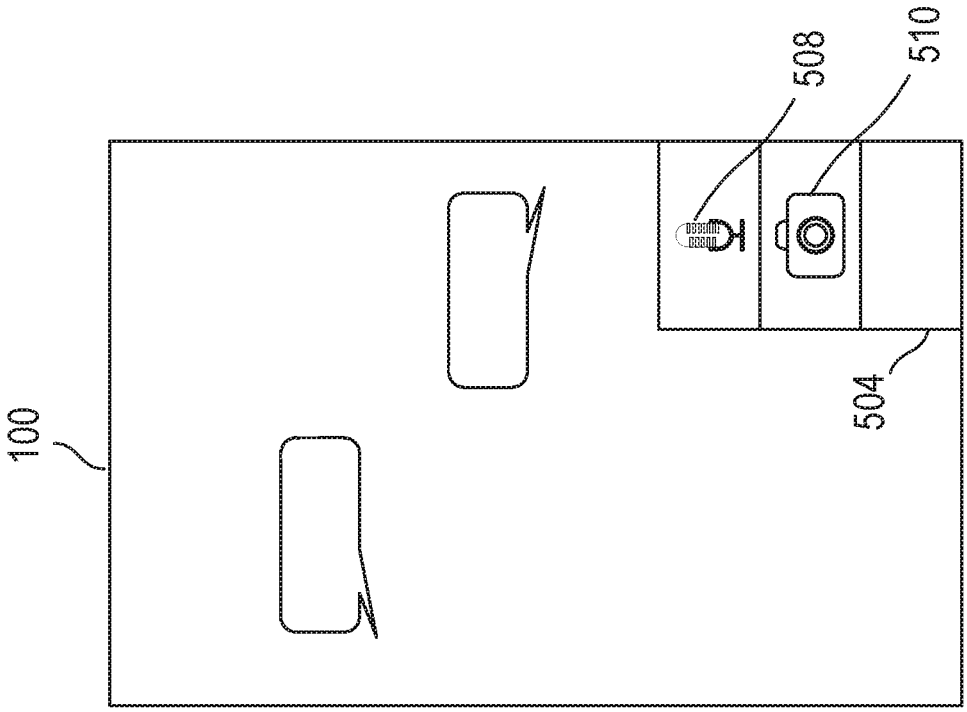


FIG. 19B

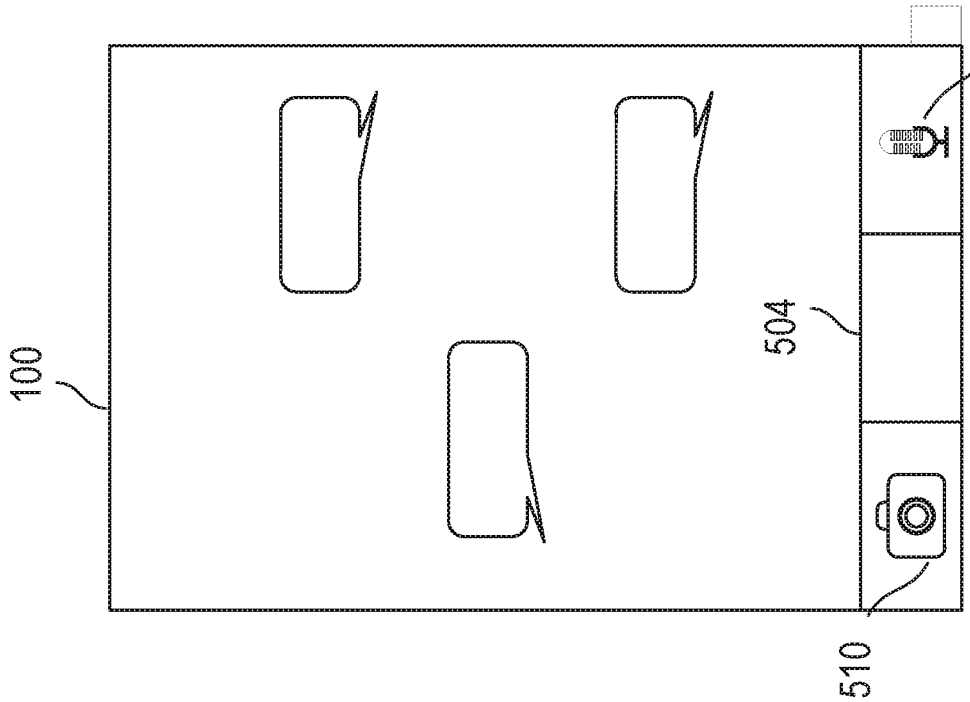


FIG. 19A

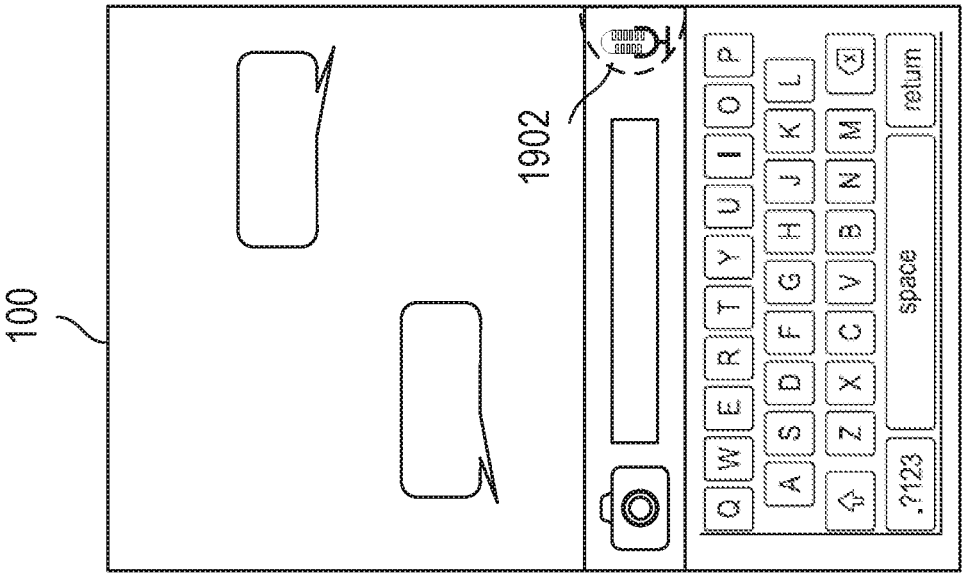


FIG. 19D

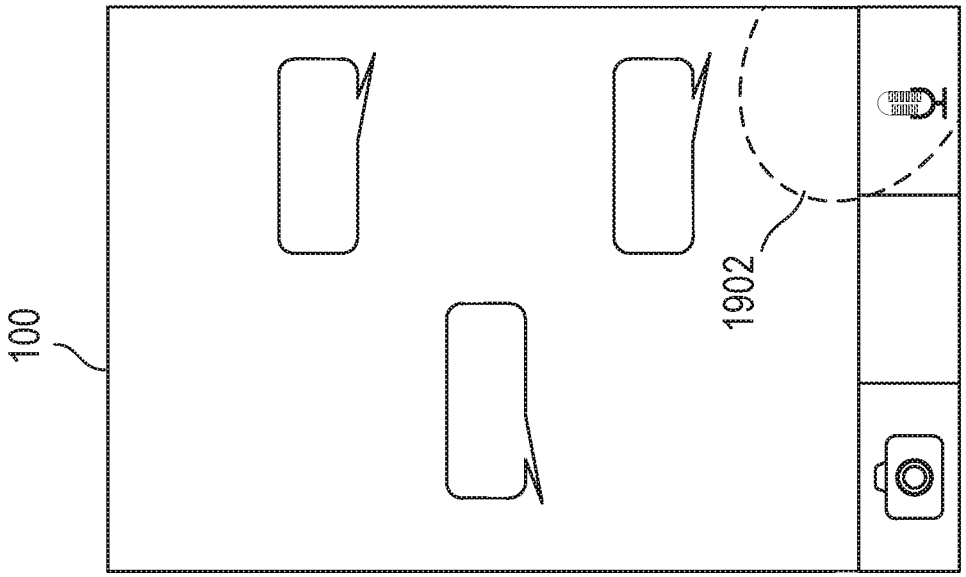


FIG. 19C

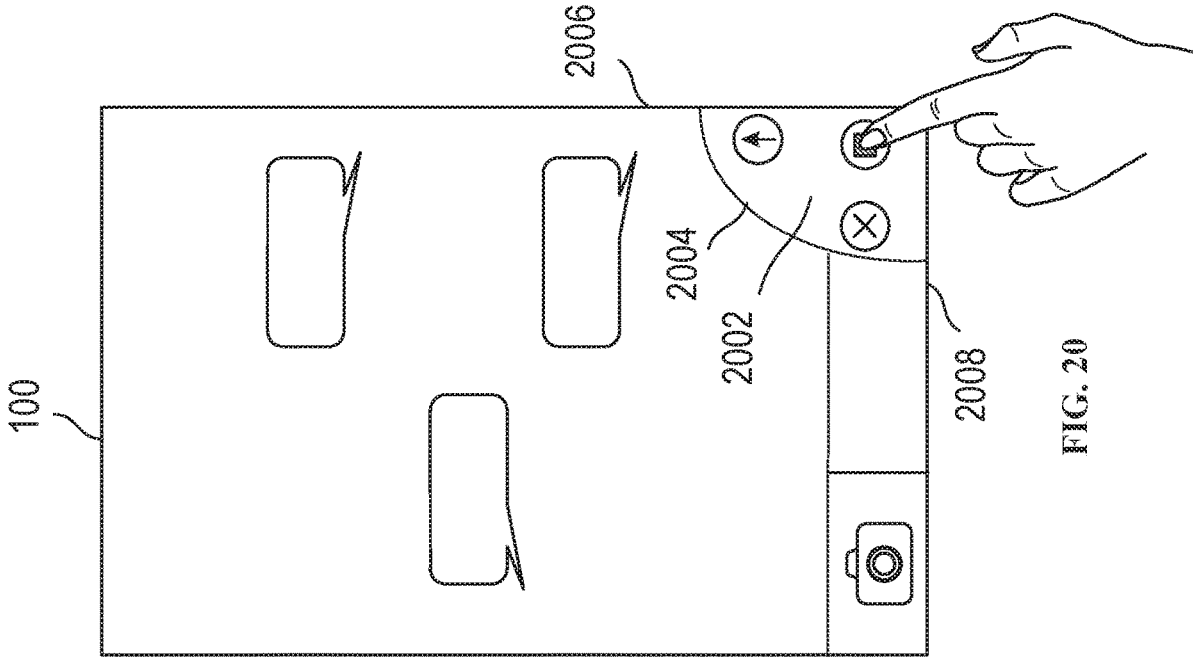


FIG. 20

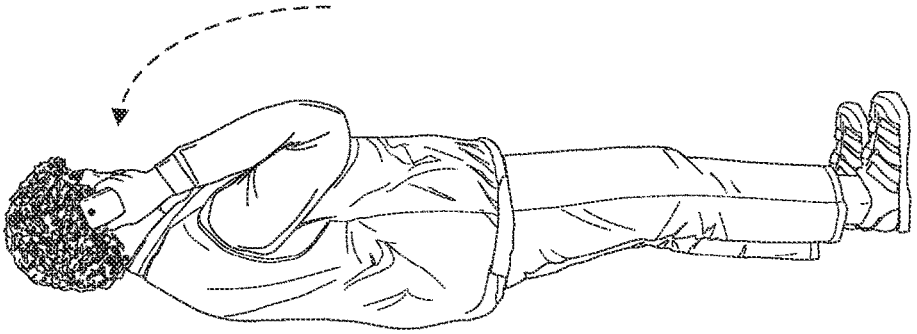


FIG. 21B

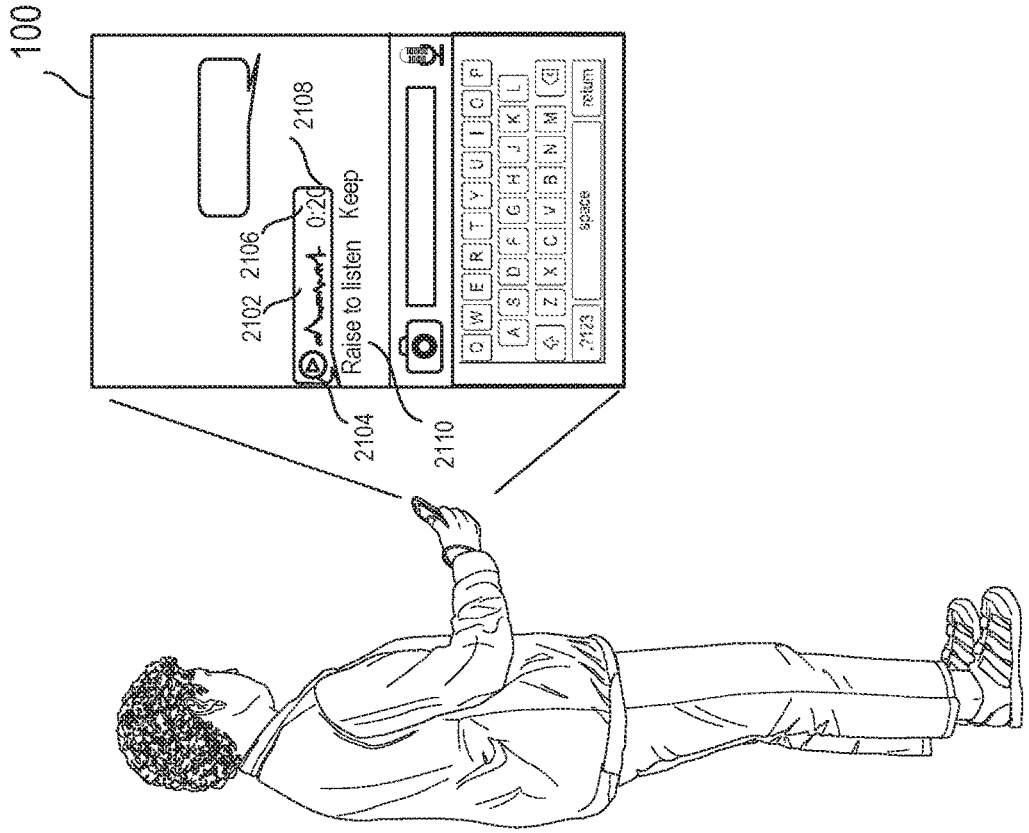


FIG. 21A

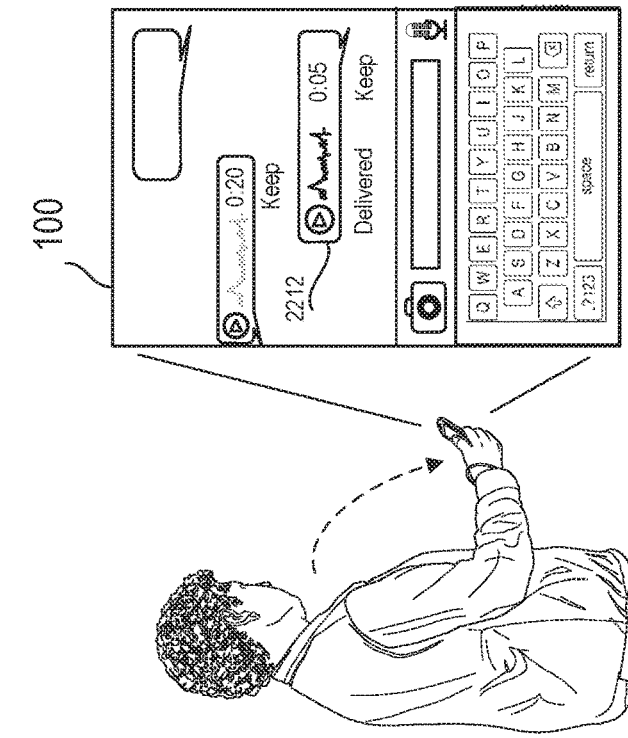


FIG. 22C

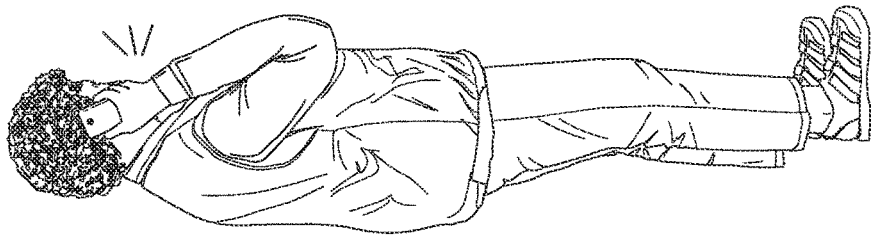


FIG. 22B

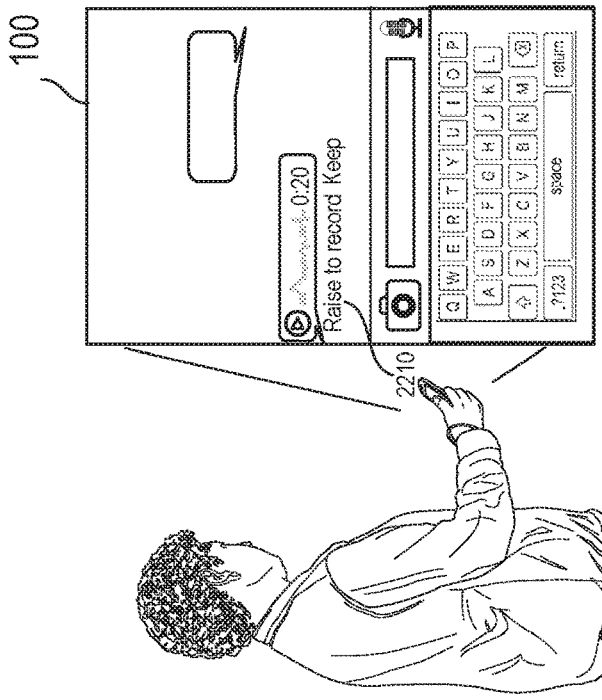


FIG. 22A

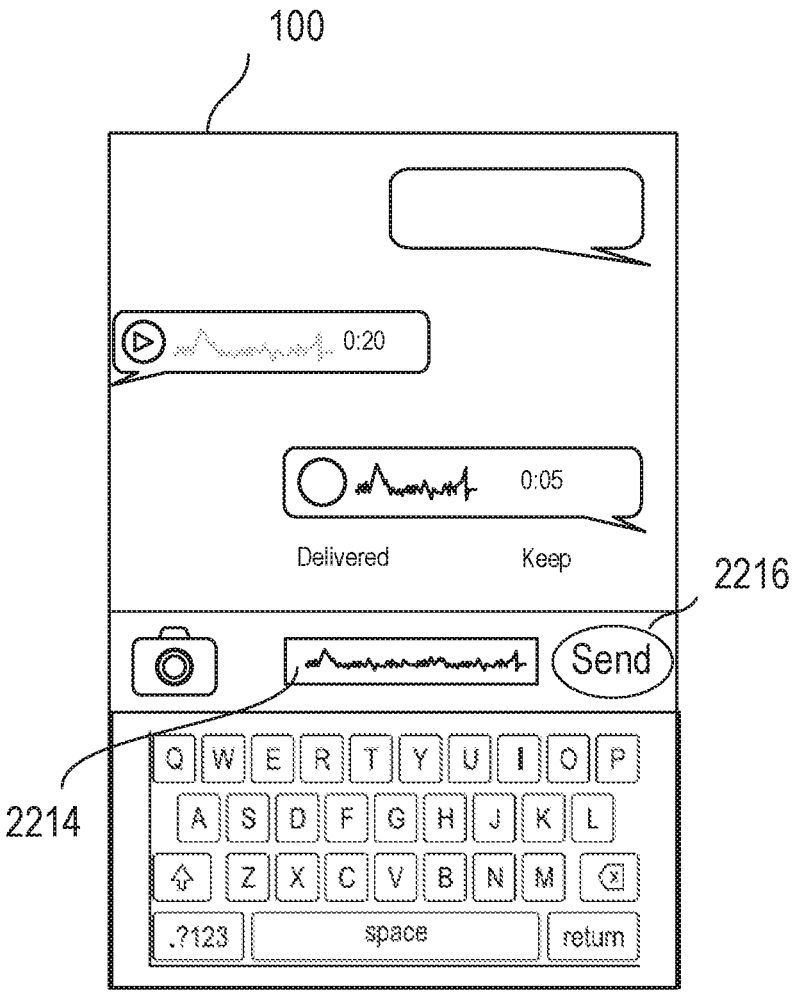

100
0:20
0:05
Delivered
Keep
2216
Send
2214
Q W E R T Y U I O P
A S D F G H J K L
Z X C V B N M
.?123
space
return

FIG. 22D

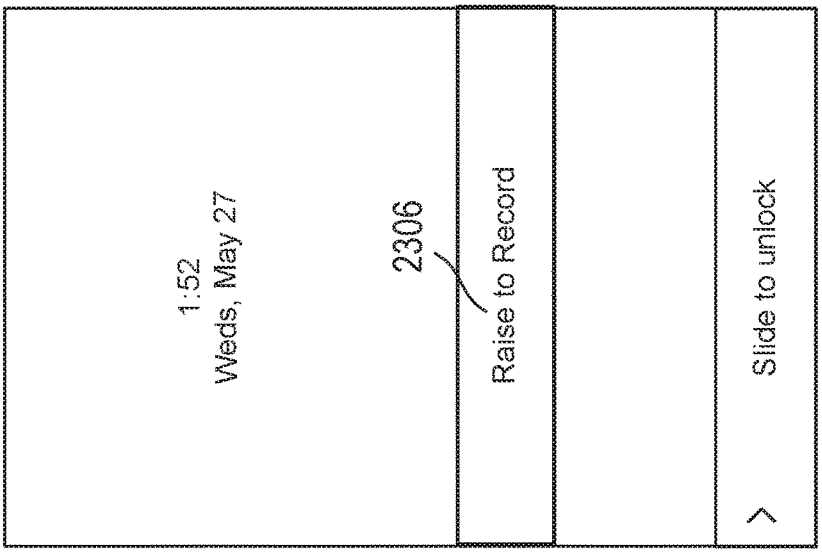


FIG. 23C

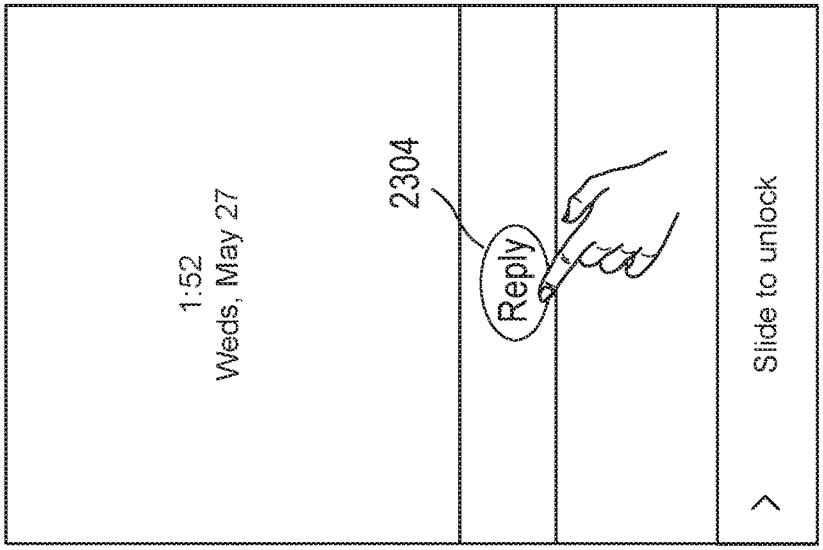


FIG. 23B

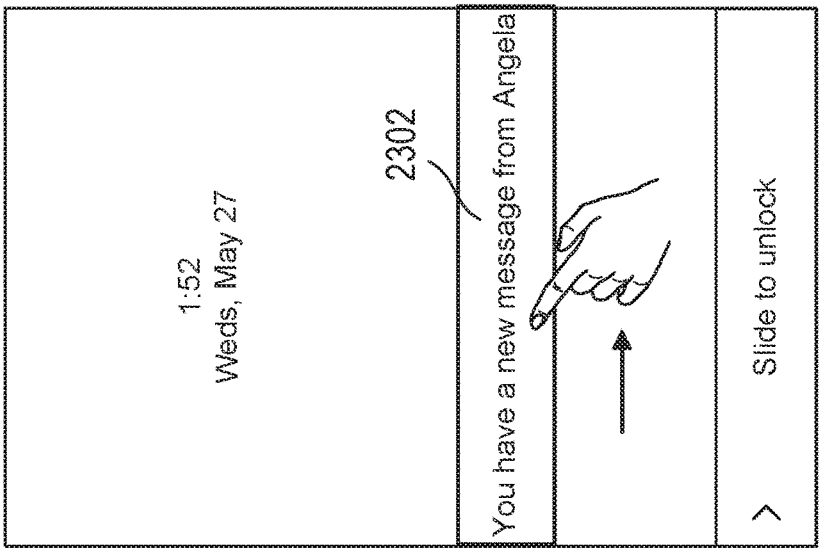


FIG. 23A

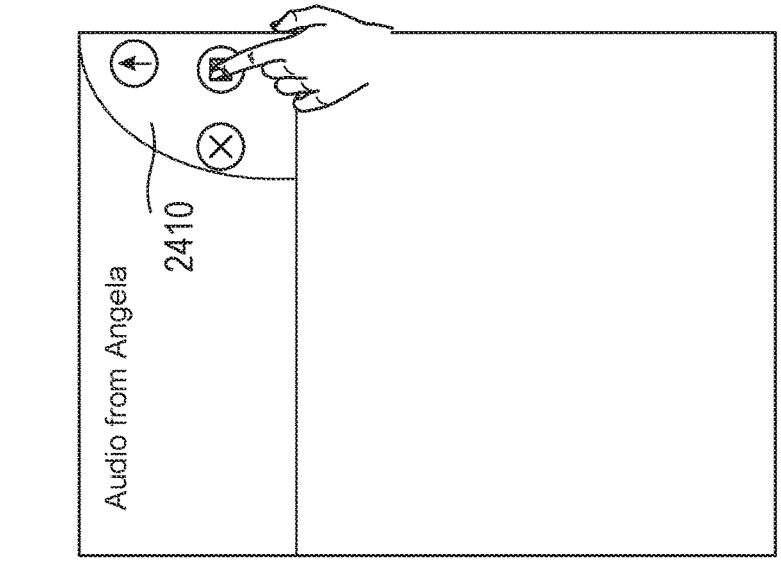


FIG. 24C

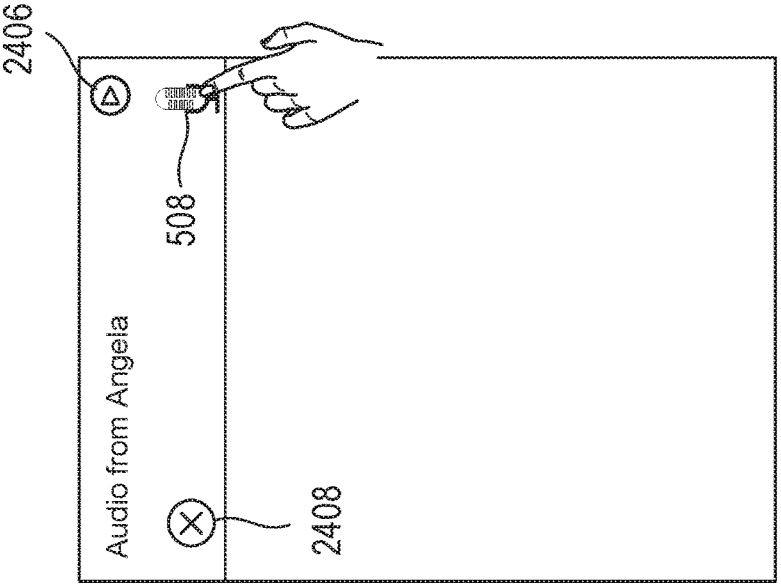


FIG. 24B

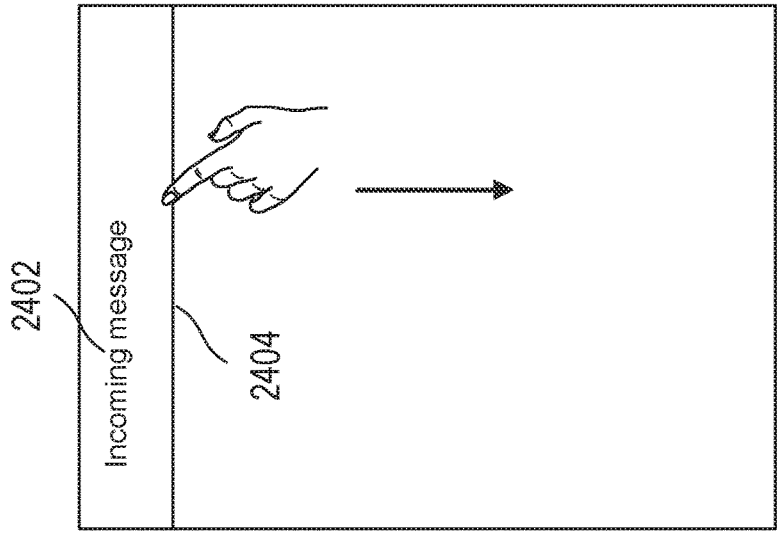


FIG. 24A

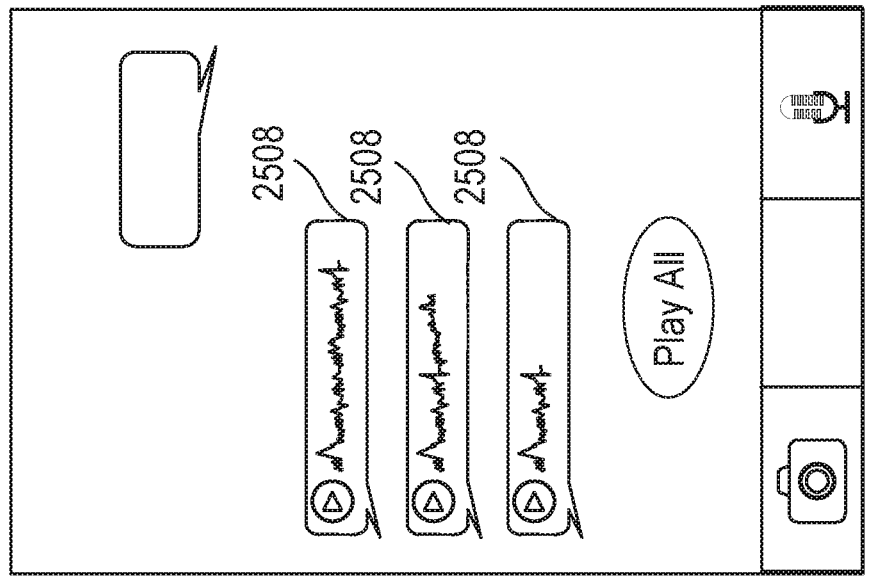


FIG. 25B

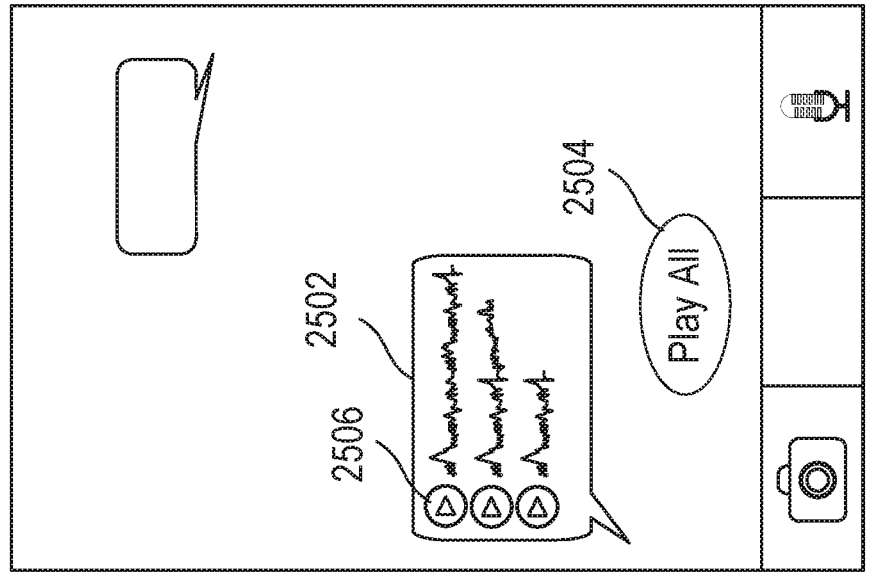


FIG. 25A

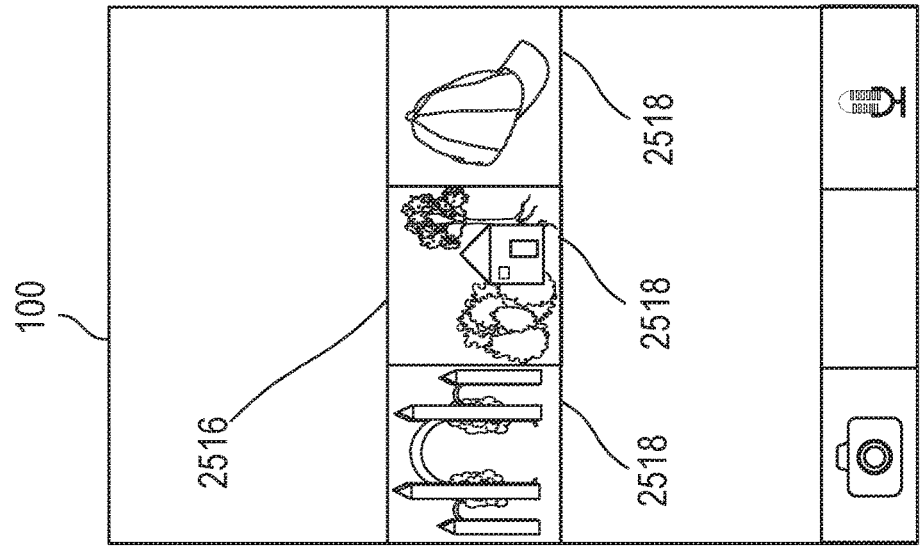


FIG. 25E

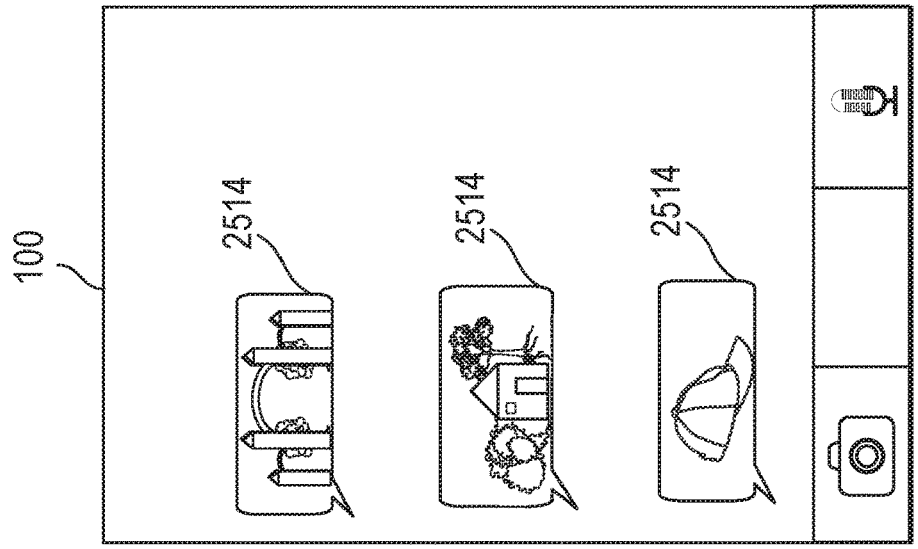


FIG. 25D

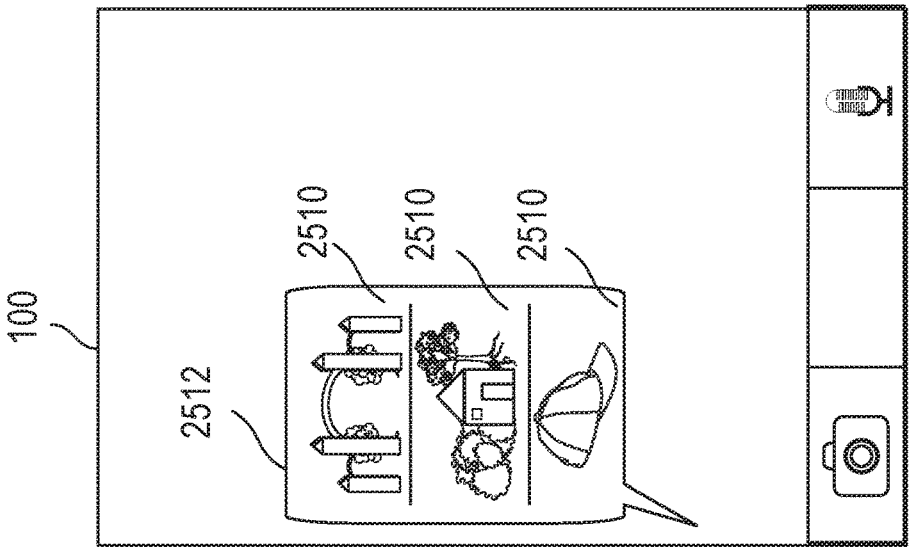


FIG. 25C

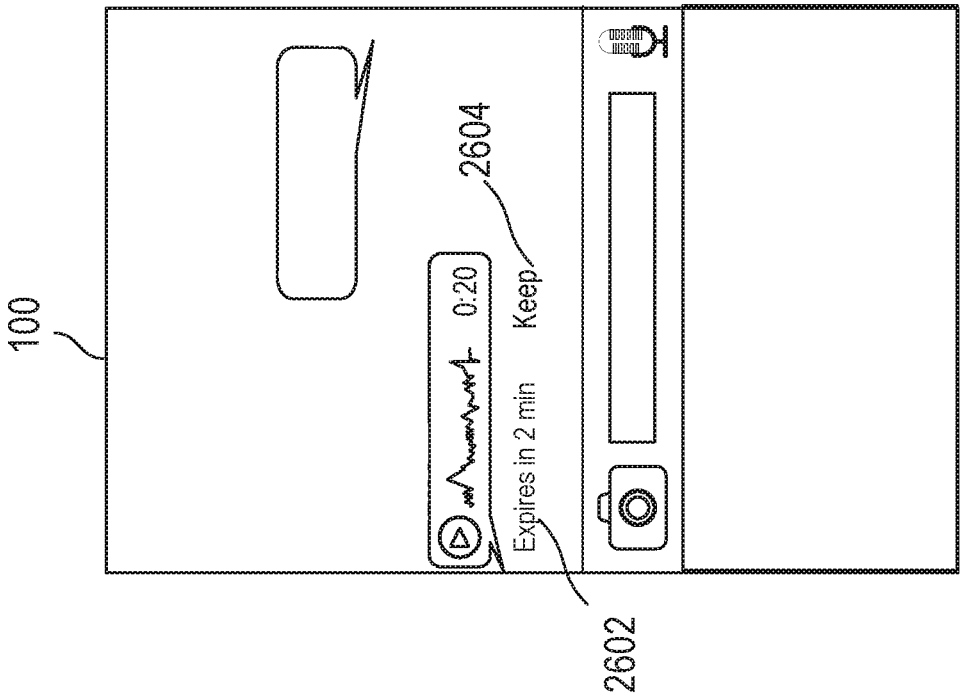


FIG. 26

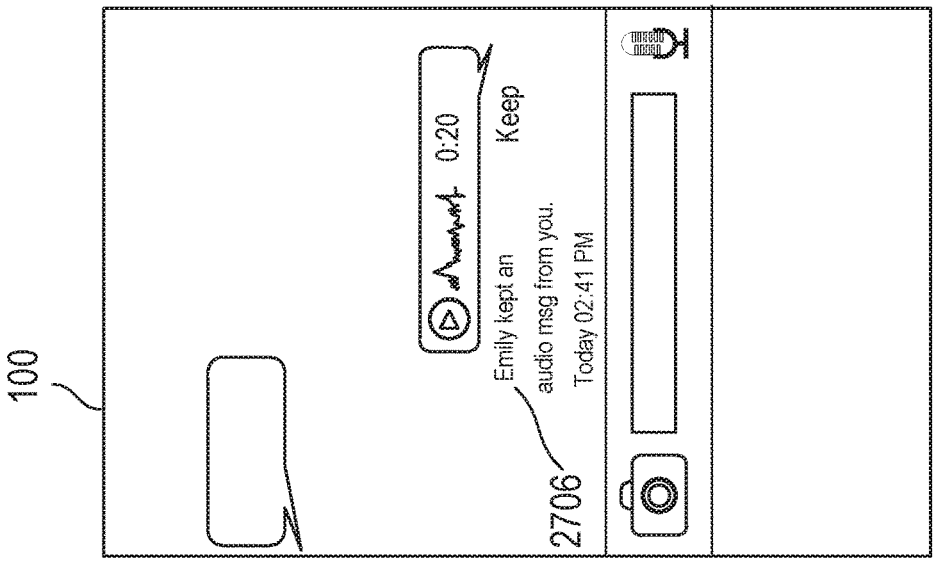


FIG. 27C

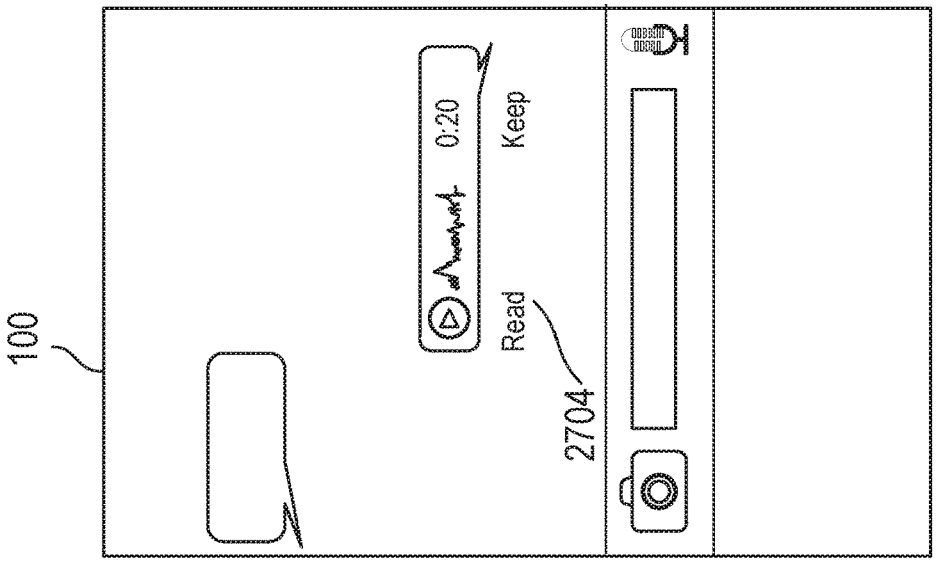


FIG. 27B

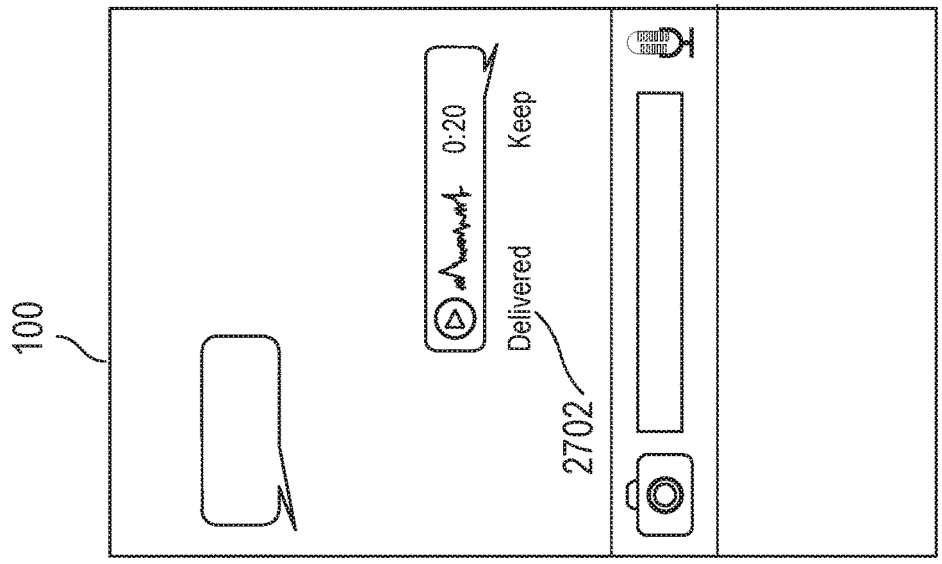


FIG. 27A

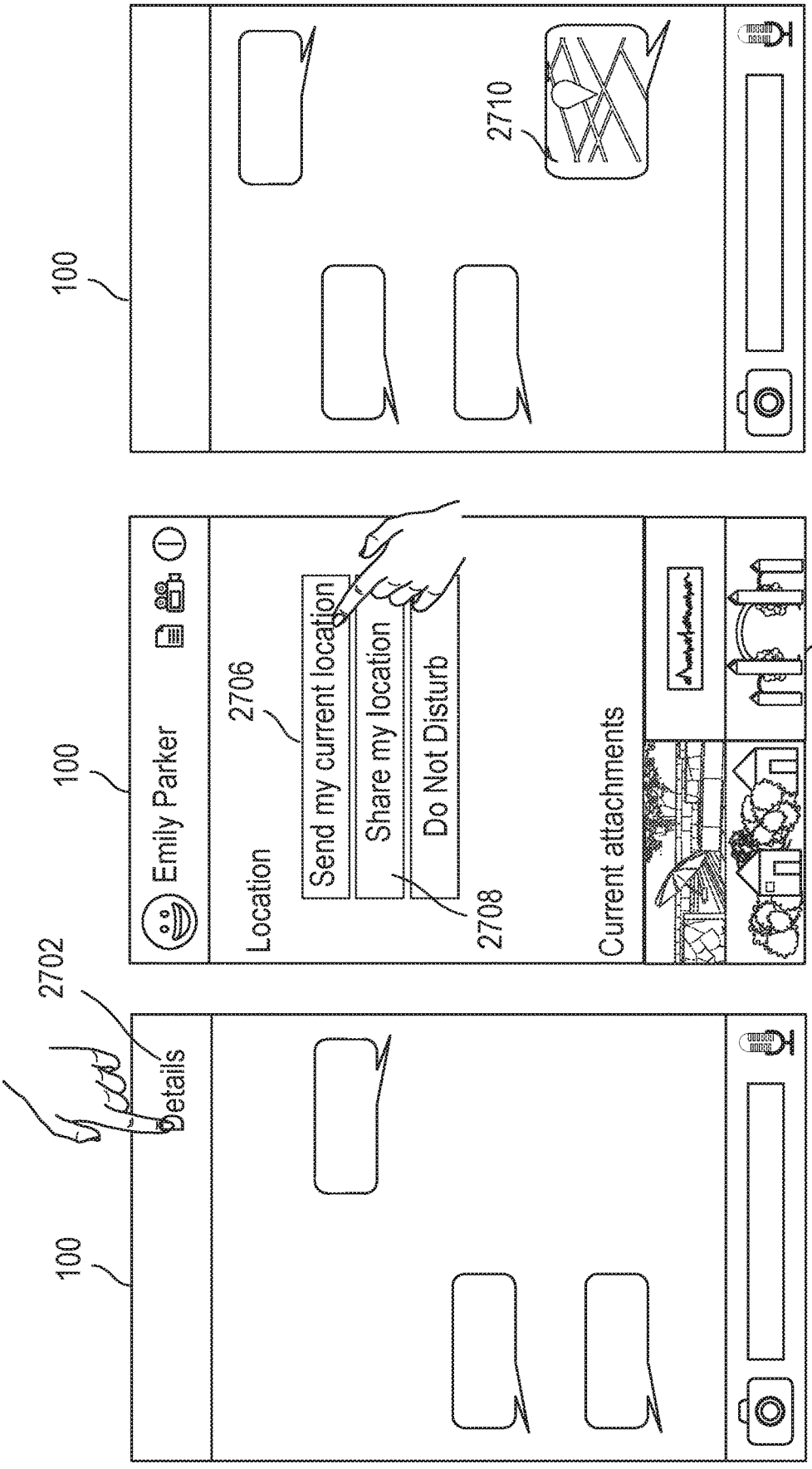


FIG. 28A

FIG. 28B

FIG. 28C

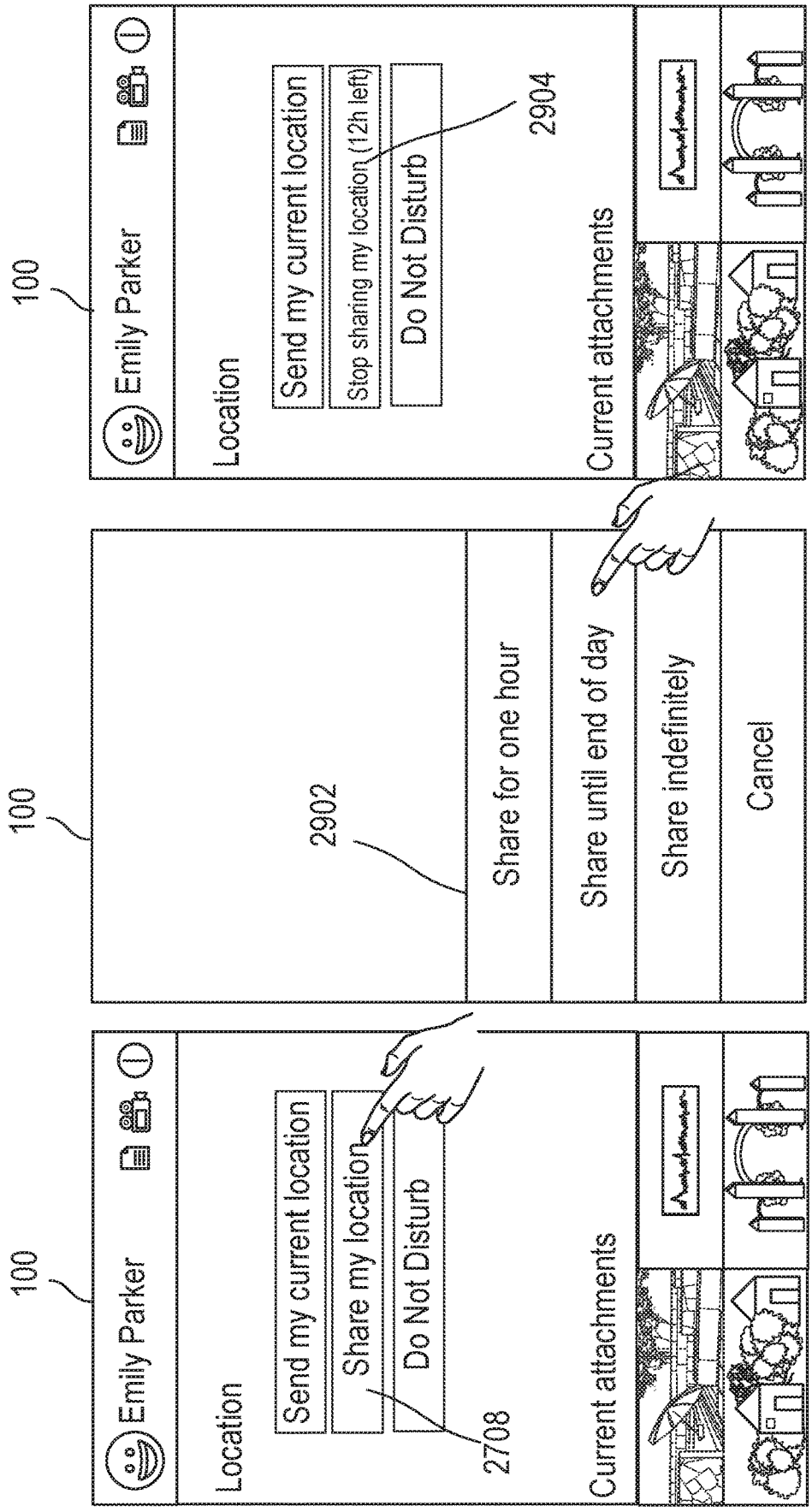


FIG. 29A

FIG. 29B

FIG. 29C

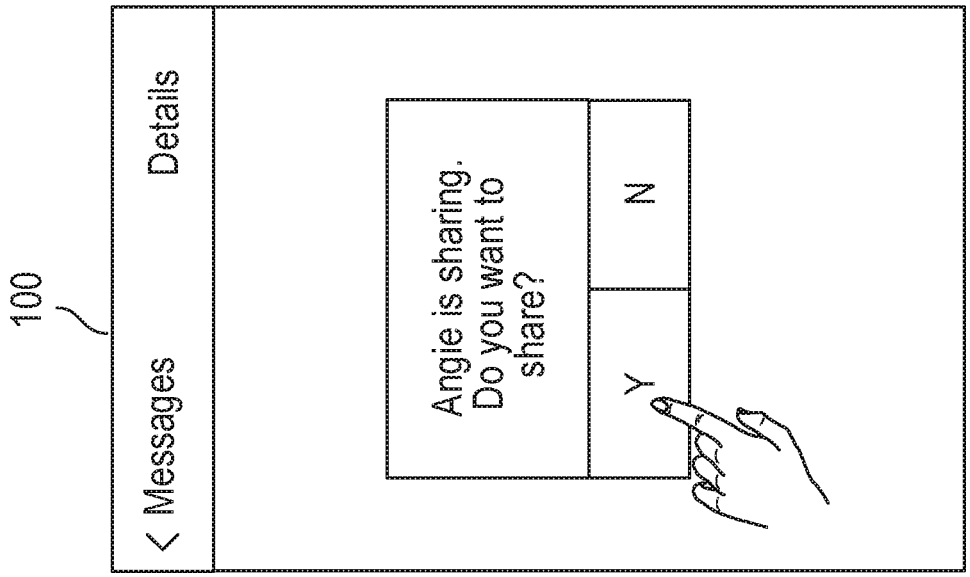

100
< Messages
Details
Angie is sharing. Do you want to share?
Y
N

FIG. 30

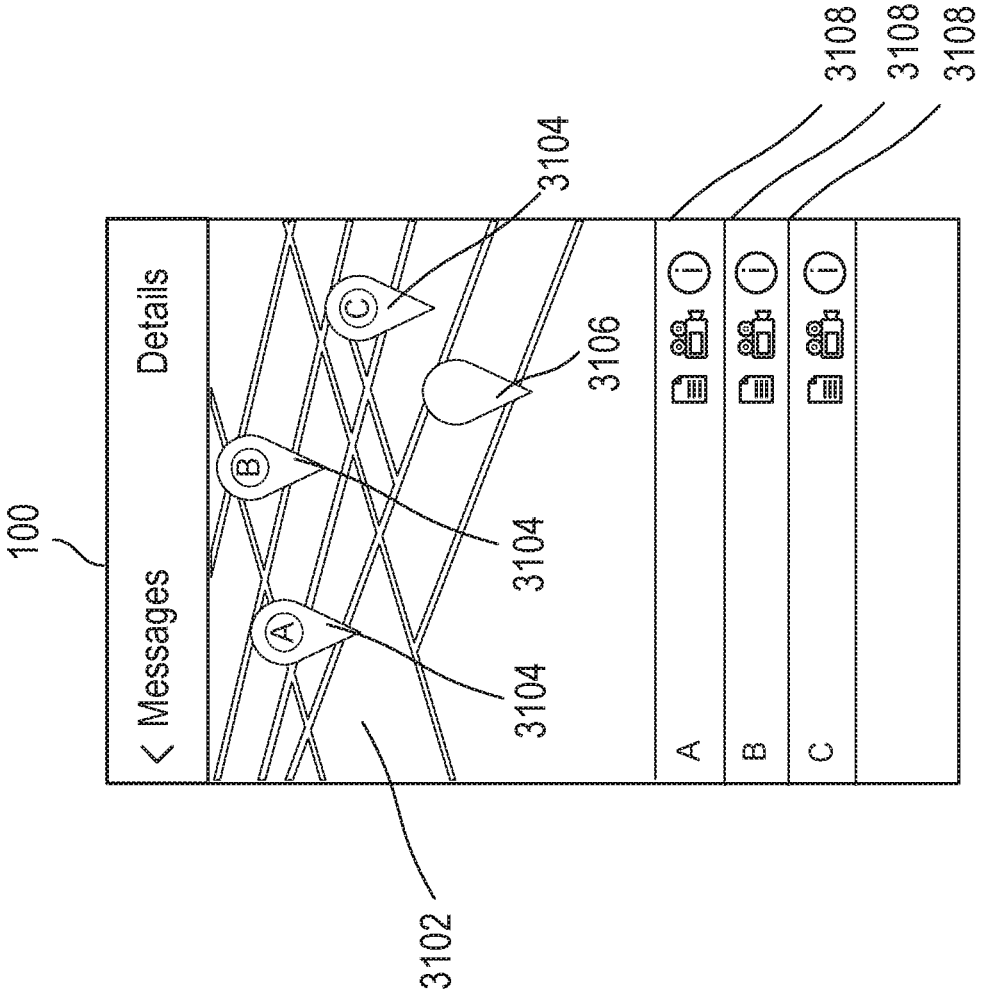

100
< Messages
Details
A
B
C
3102
3104
3104
3104
3106
3108
3108
3108

FIG. 31

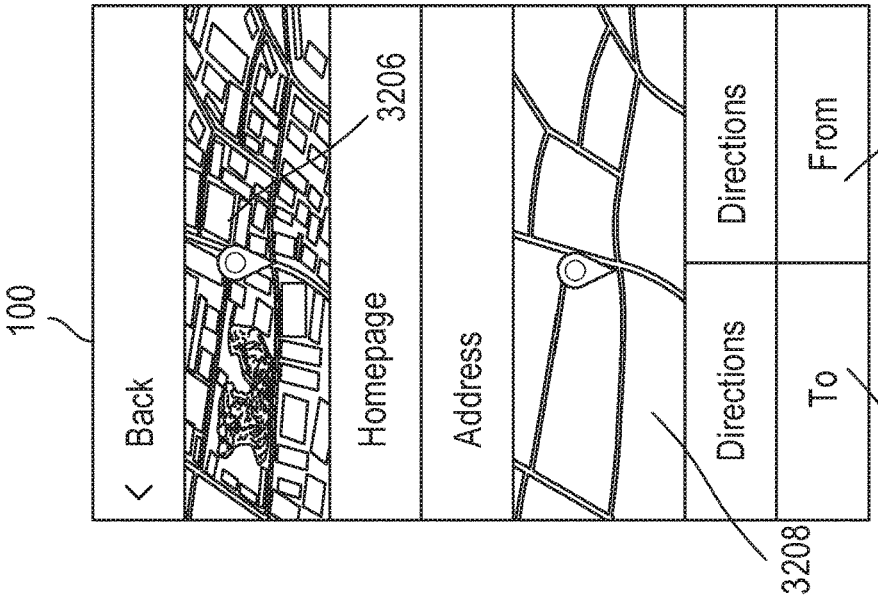


FIG. 32C

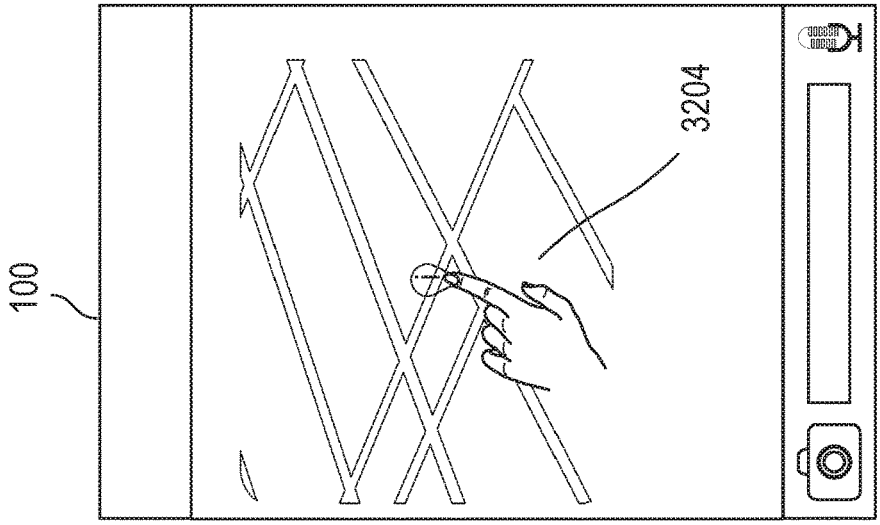


FIG. 32B

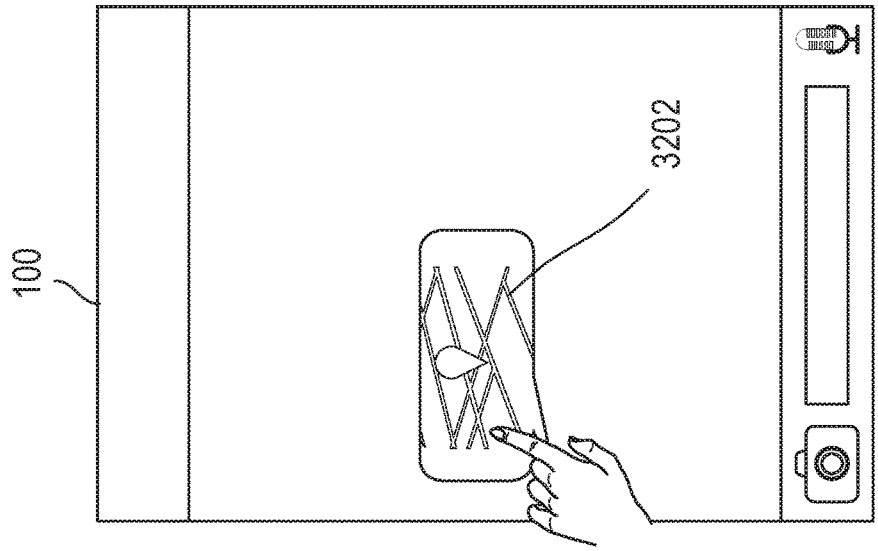


FIG. 32A

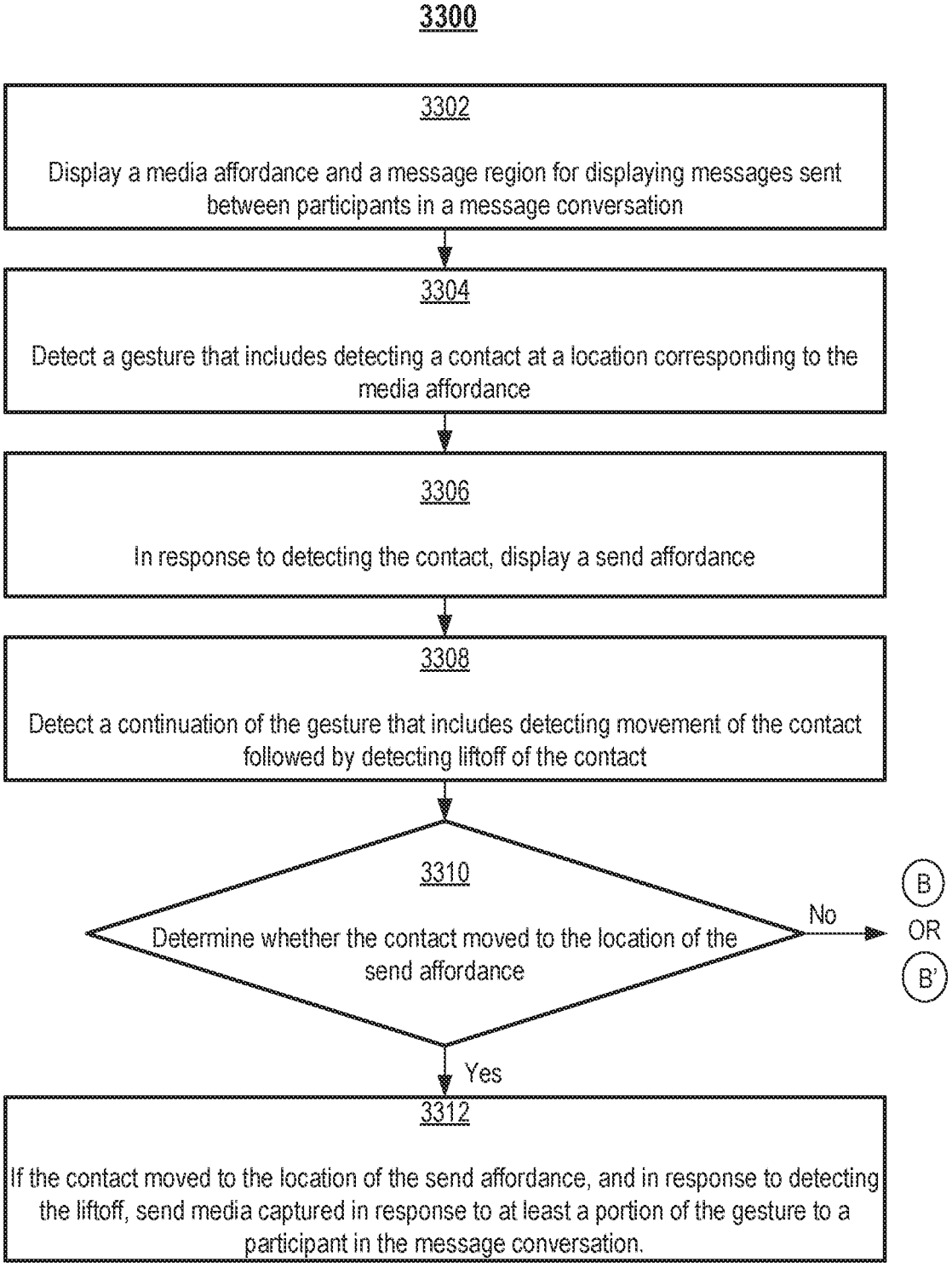

3300
3302
Display a media affordance and a message region for displaying messages sent between participants in a message conversation
3304
Detect a gesture that includes detecting a contact at a location corresponding to the media affordance
3306
In response to detecting the contact, display a send affordance
3308
Detect a continuation of the gesture that includes detecting movement of the contact followed by detecting liftoff of the contact
3310
Determine whether the contact moved to the location of the send affordance
No
B
OR
B'
Yes
3312
If the contact moved to the location of the send affordance, and in response to detecting the liftoff, send media captured in response to at least a portion of the gesture to a participant in the message conversation.

FIG. 33

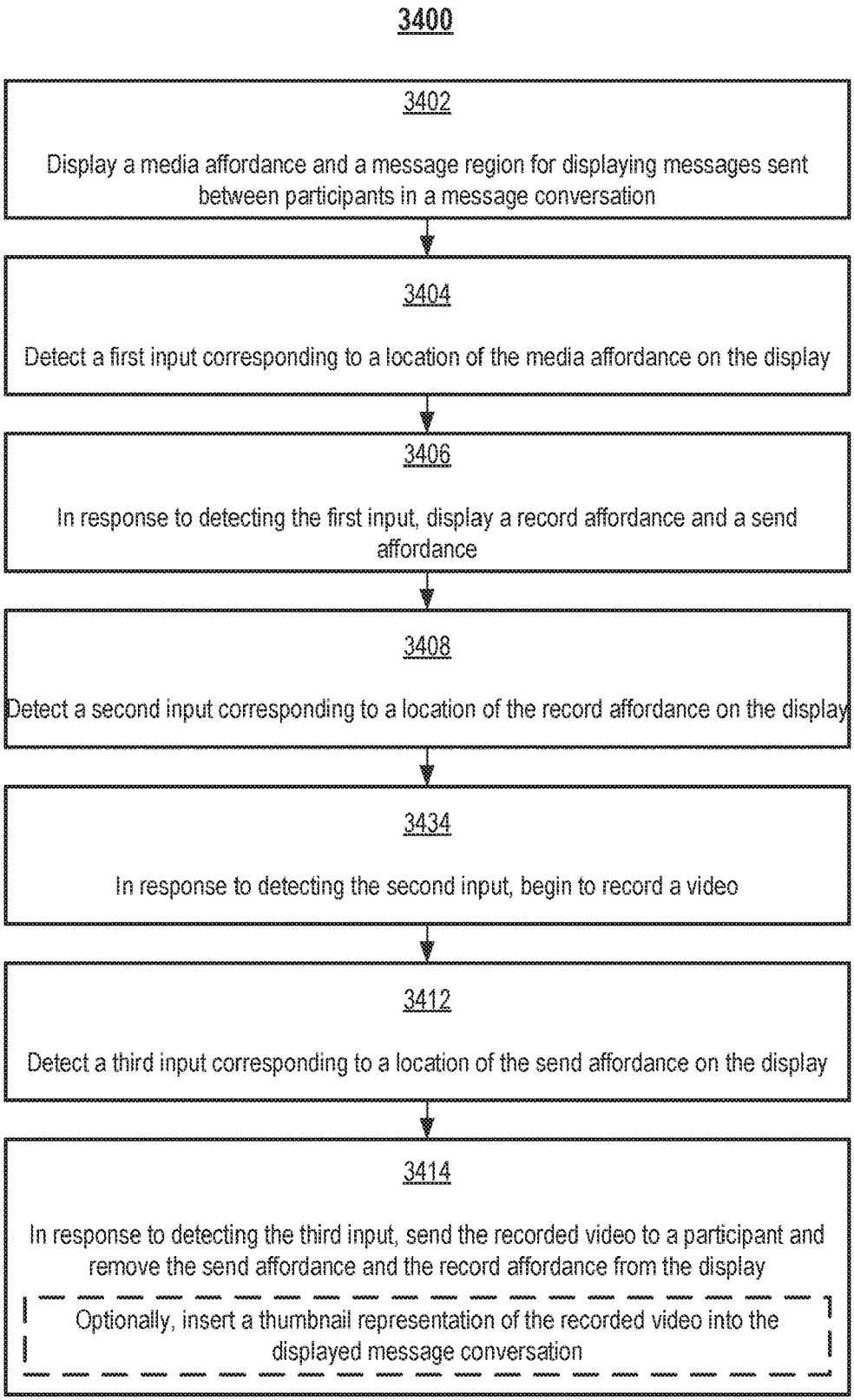

3400
3402
Display a media affordance and a message region for displaying messages sent between participants in a message conversation
3404
Detect a first input corresponding to a location of the media affordance on the display
3406
In response to detecting the first input, display a record affordance and a send affordance
3408
Detect a second input corresponding to a location of the record affordance on the display
3434
In response to detecting the second input, begin to record a video
3412
Detect a third input corresponding to a location of the send affordance on the display
3414
In response to detecting the third input, send the recorded video to a participant and remove the send affordance and the record affordance from the display
Optionally, insert a thumbnail representation of the recorded video into the displayed message conversation

FIG. 34

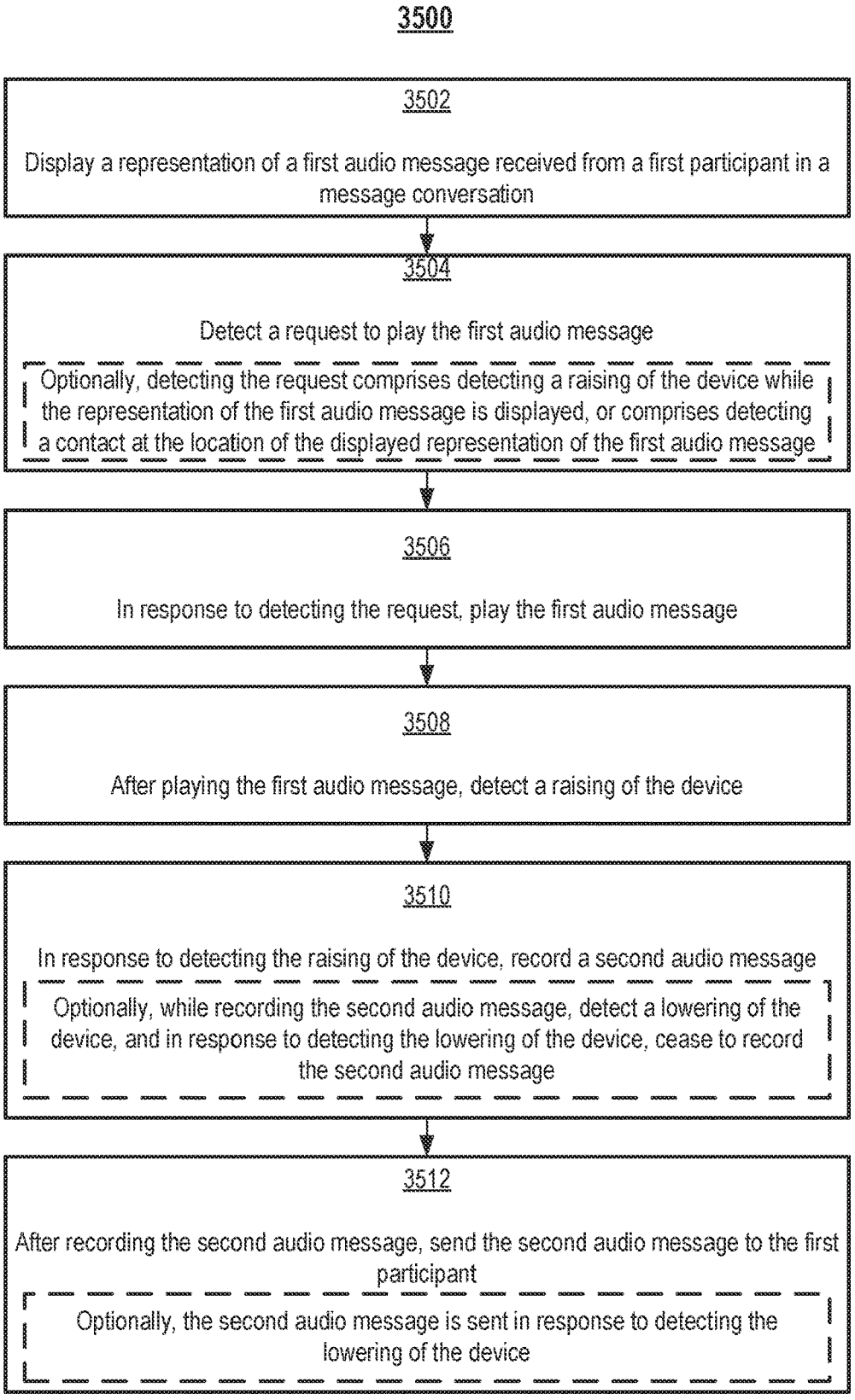

3500
3502
Display a representation of a first audio message received from a first participant in a message conversation
3504
Detect a request to play the first audio message
Optionally, detecting the request comprises detecting a raising of the device while the representation of the first audio message is displayed, or comprises detecting a contact at the location of the displayed representation of the first audio message
3506
In response to detecting the request, play the first audio message
3508
After playing the first audio message, detect a raising of the device
3510
In response to detecting the raising of the device, record a second audio message
Optionally, while recording the second audio message, detect a lowering of the device, and in response to detecting the lowering of the device, cease to record the second audio message
3512
After recording the second audio message, send the second audio message to the first participant
Optionally, the second audio message is sent in response to detecting the lowering of the device

FIG. 35

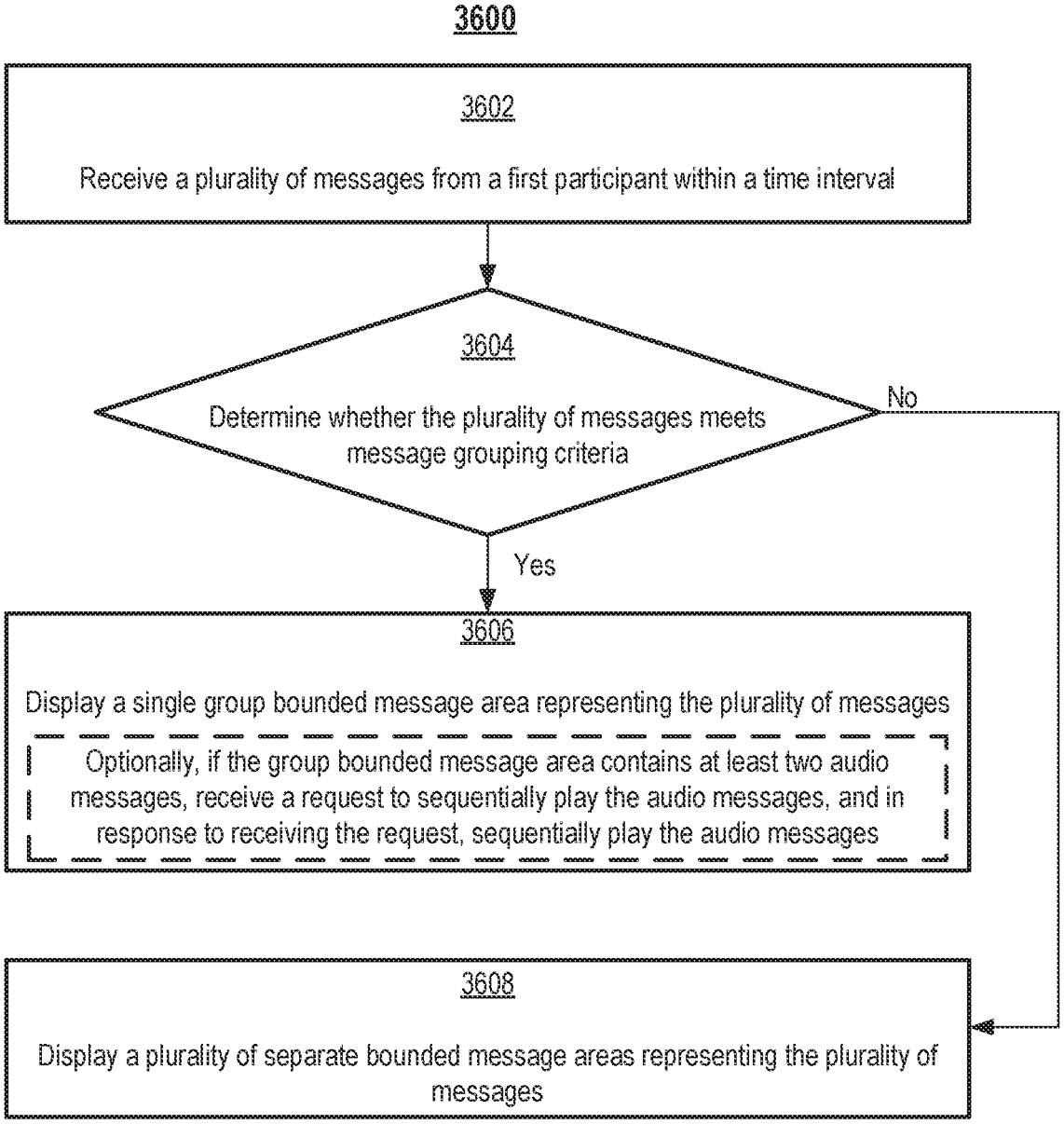

3600
3602
Receive a plurality of messages from a first participant within a time interval
3604
Determine whether the plurality of messages meets message grouping criteria
No
Yes
3606
Display a single group bounded message area representing the plurality of messages
Optionally, if the group bounded message area contains at least two audio messages, receive a request to sequentially play the audio messages, and in response to receiving the request, sequentially play the audio messages
3608
Display a plurality of separate bounded message areas representing the plurality of messages

FIG. 36

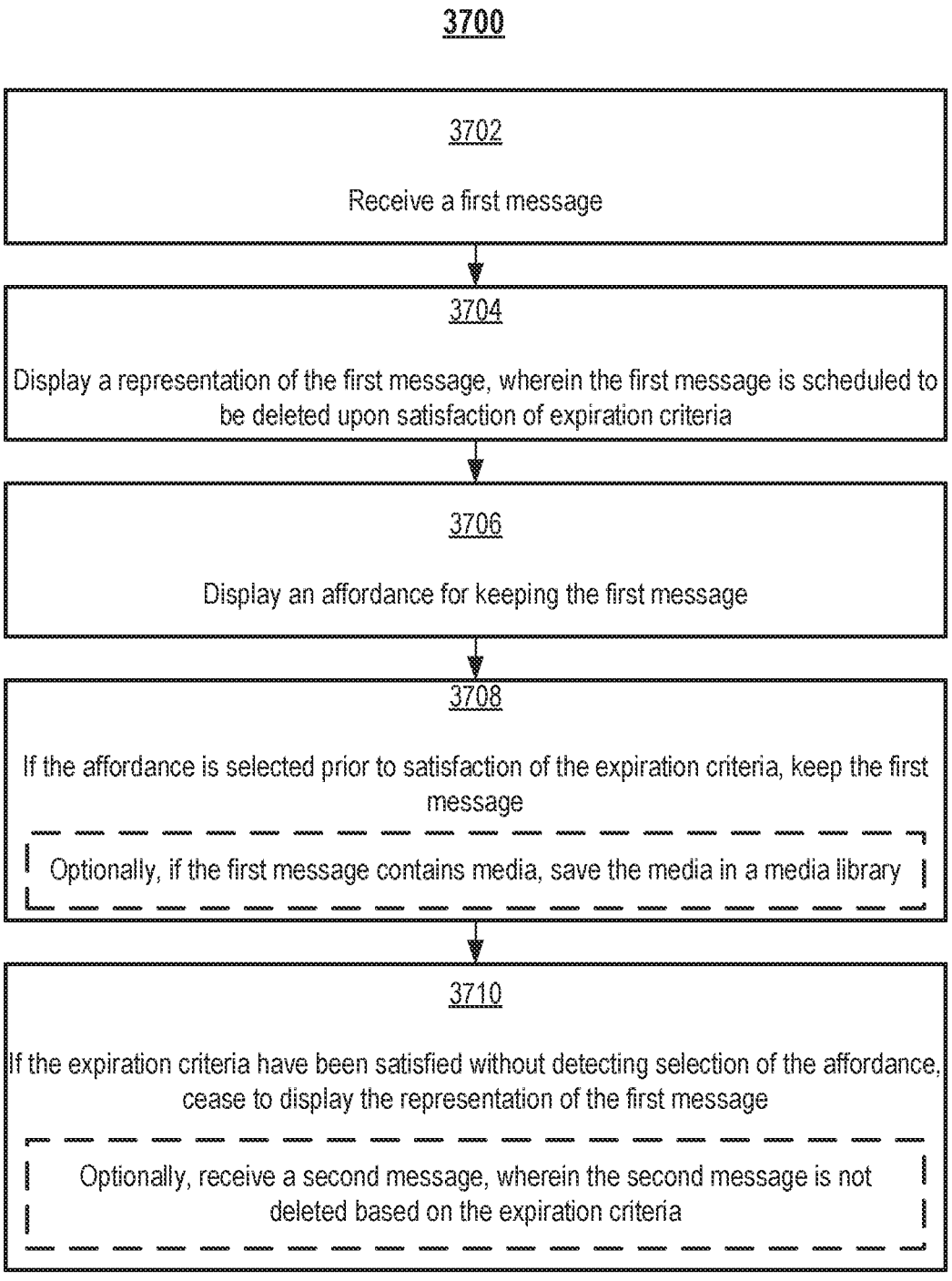

3700
3702
Receive a first message
3704
Display a representation of the first message, wherein the first message is scheduled to be deleted upon satisfaction of expiration criteria
3706
Display an affordance for keeping the first message
3708
If the affordance is selected prior to satisfaction of the expiration criteria, keep the first message
Optionally, if the first message contains media, save the media in a media library
3710
If the expiration criteria have been satisfied without detecting selection of the affordance, cease to display the representation of the first message
Optionally, receive a second message, wherein the second message is not deleted based on the expiration criteria

FIG. 37

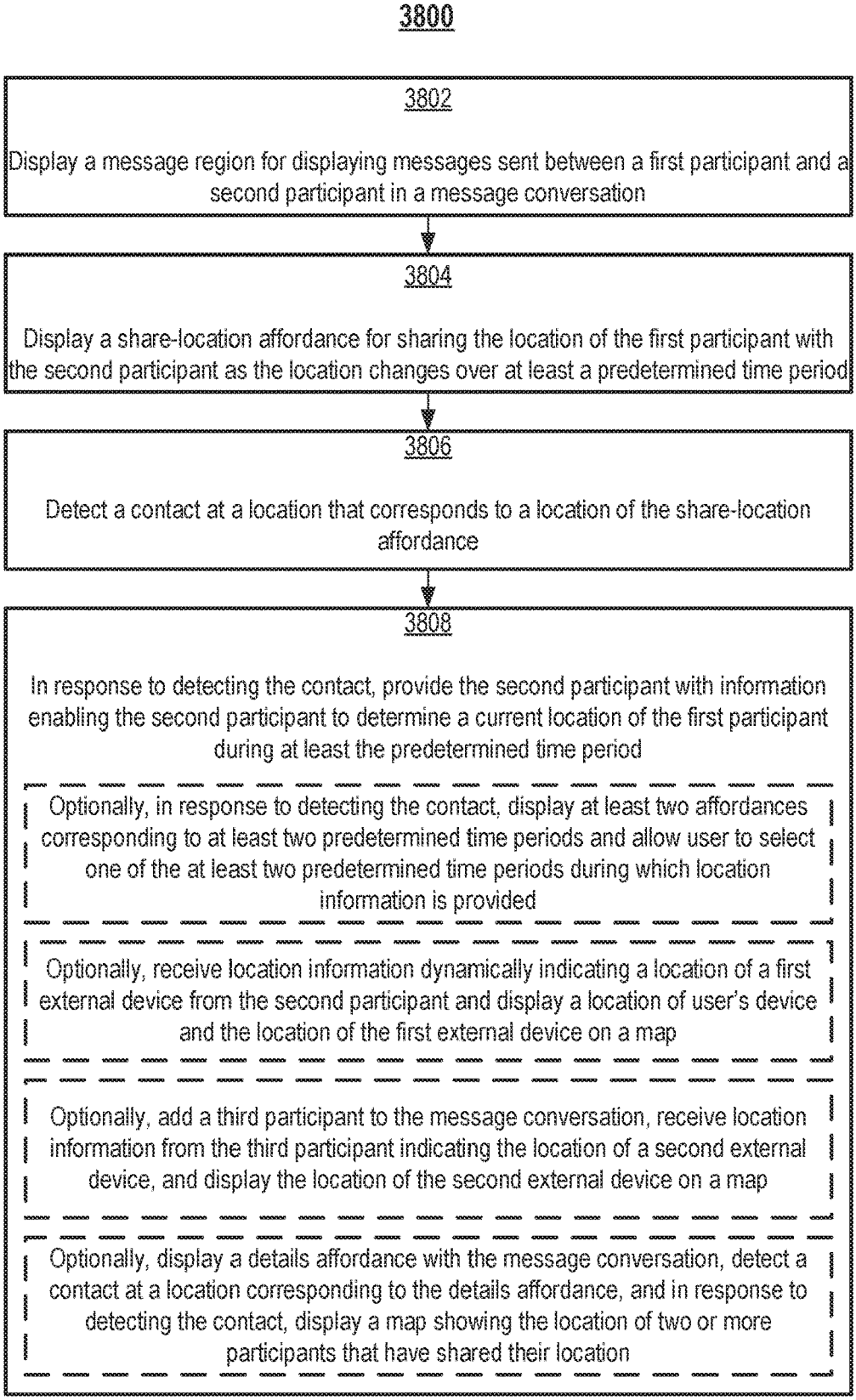

3800
3802
Display a message region for displaying messages sent between a first participant and a second participant in a message conversation
3804
Display a share-location affordance for sharing the location of the first participant with the second participant as the location changes over at least a predetermined time period
3806
Detect a contact at a location that corresponds to a location of the share-location affordance
3808
In response to detecting the contact, provide the second participant with information enabling the second participant to determine a current location of the first participant during at least the predetermined time period
Optionally, in response to detecting the contact, display at least two affordances corresponding to at least two predetermined time periods and allow user to select one of the at least two predetermined time periods during which location information is provided
Optionally, receive location information dynamically indicating a location of a first external device from the second participant and display a location of user's device and the location of the first external device on a map
Optionally, add a third participant to the message conversation, receive location information from the third participant indicating the location of a second external device, and display the location of the second external device on a map
Optionally, display a details affordance with the message conversation, detect a contact at a location corresponding to the details affordance, and in response to detecting the contact, display a map showing the location of two or more participants that have shared their location

FIG. 38

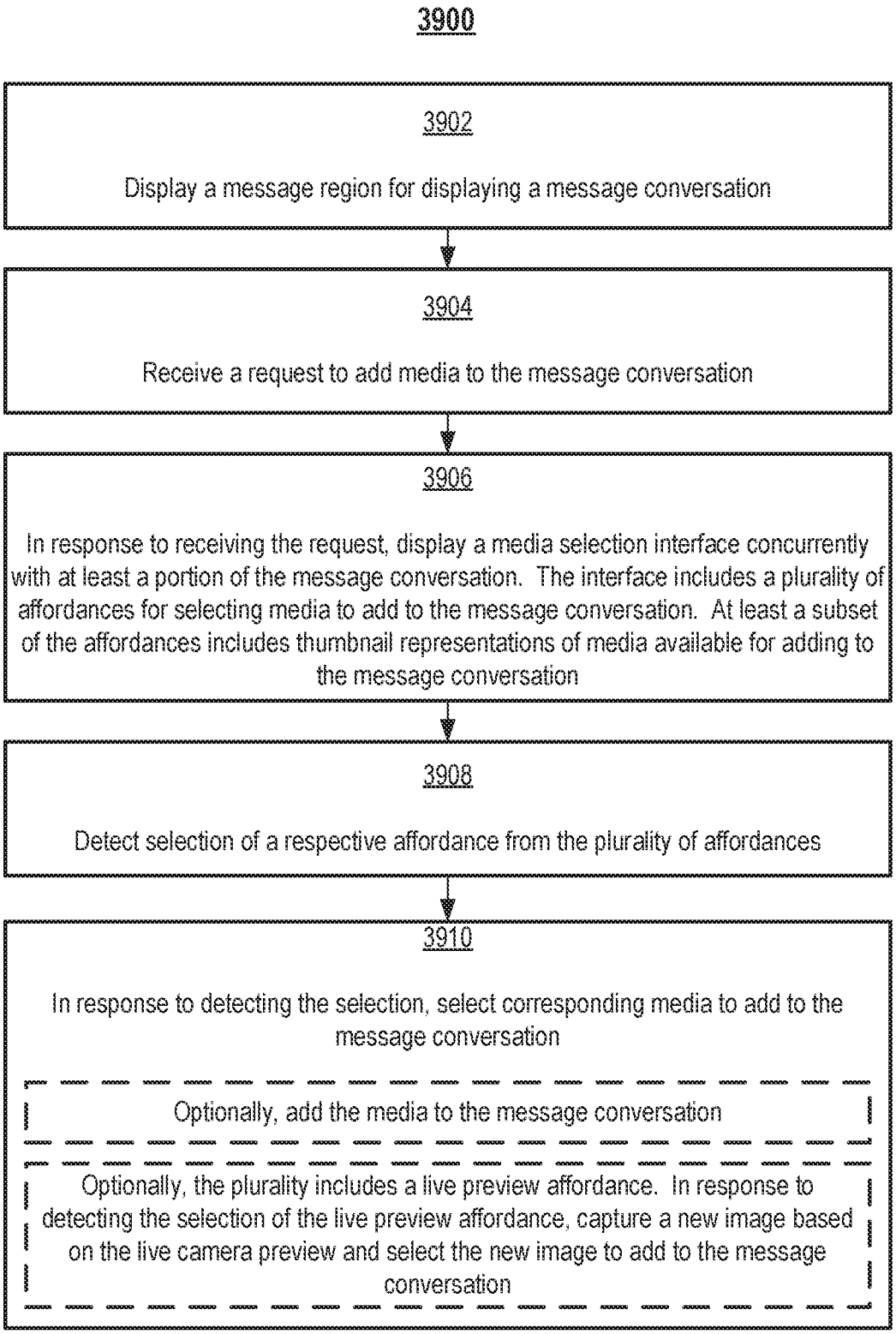

3900
3902
Display a message region for displaying a message conversation
3904
Receive a request to add media to the message conversation
3906
In response to receiving the request, display a media selection interface concurrently with at least a portion of the message conversation. The interface includes a plurality of affordances for selecting media to add to the message conversation. At least a subset of the affordances includes thumbnail representations of media available for adding to the message conversation
3908
Detect selection of a respective affordance from the plurality of affordances
3910
In response to detecting the selection, select corresponding media to add to the message conversation
Optionally, add the media to the message conversation
Optionally, the plurality includes a live preview affordance. In response to detecting the selection of the live preview affordance, capture a new image based on the live camera preview and select the new image to add to the message conversation

FIG. 39

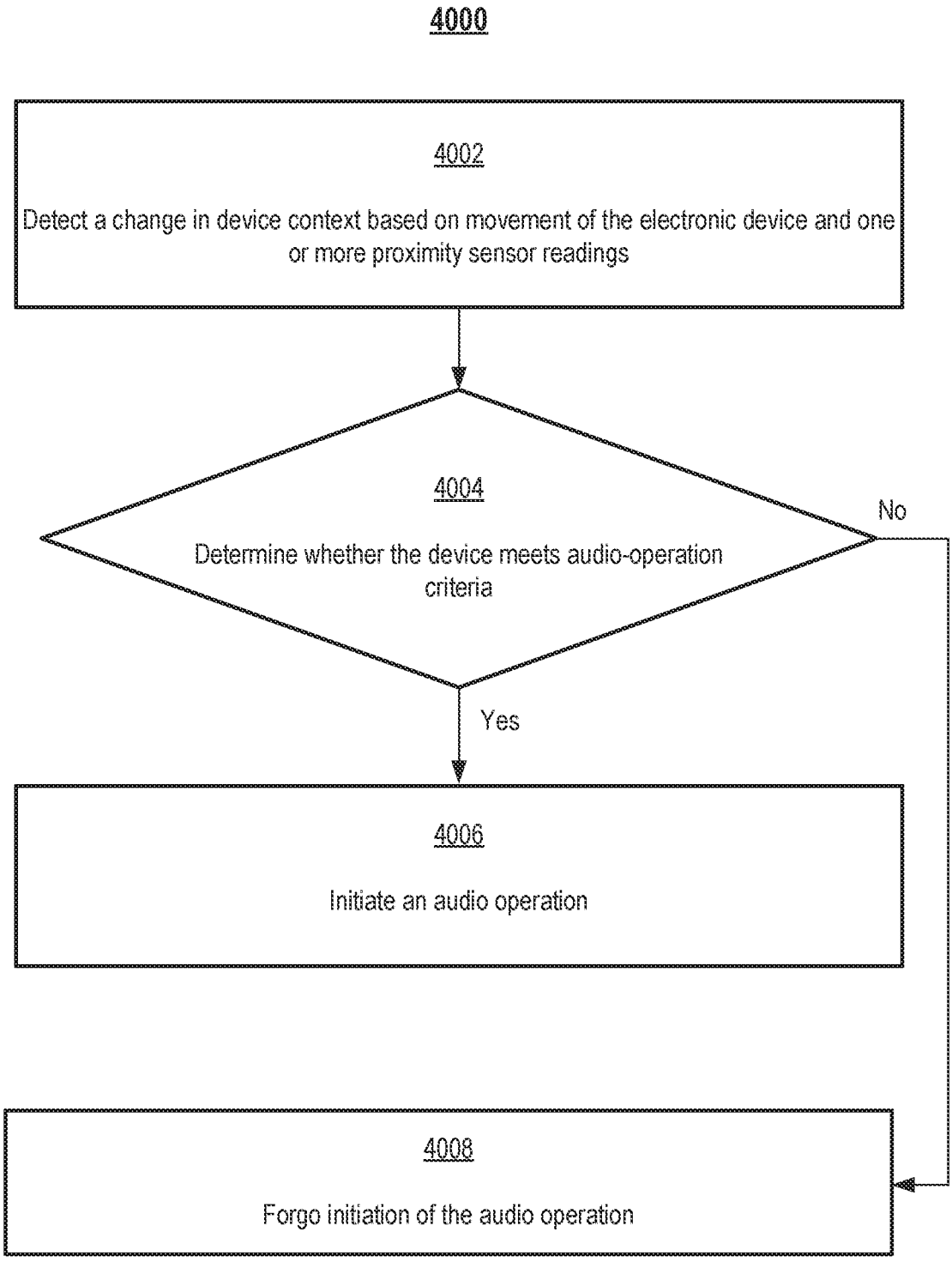

4000
4002
Detect a change in device context based on movement of the electronic device and one or more proximity sensor readings
4004
Determine whether the device meets audio-operation criteria
No
Yes
4006
Initiate an audio operation
4008
Forgo initiation of the audio operation

FIG. 40

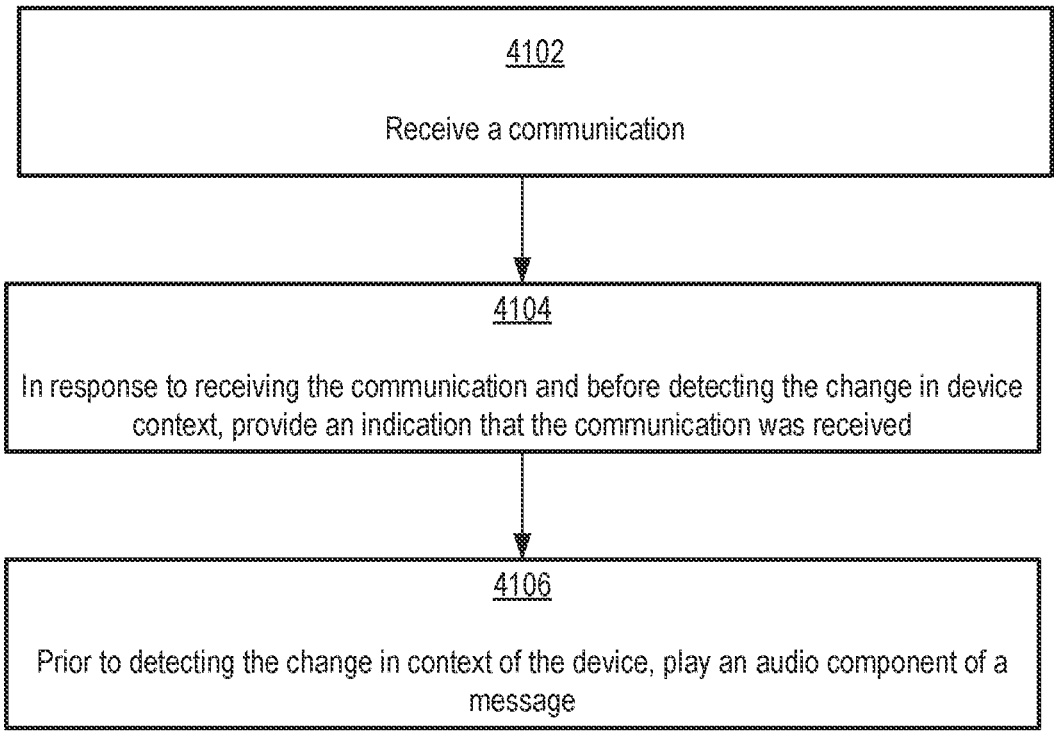


FIG. 41A

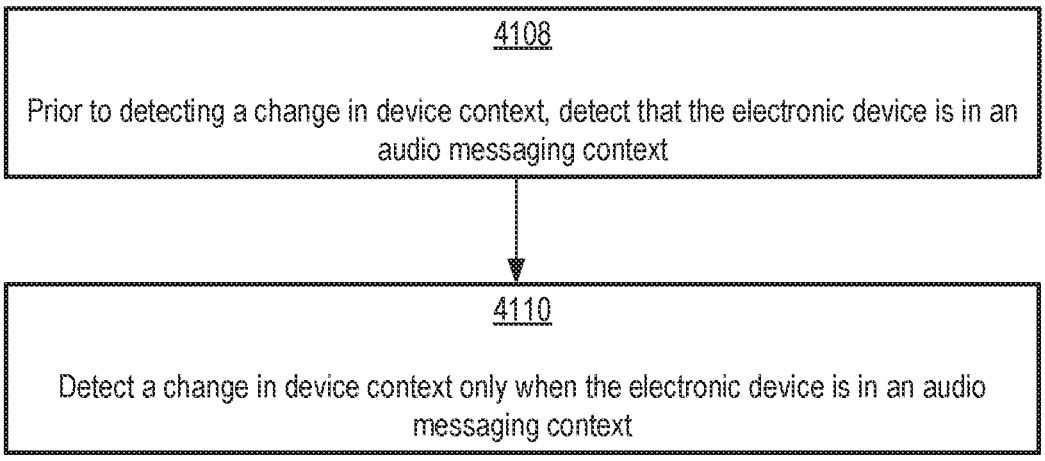


FIG. 41B

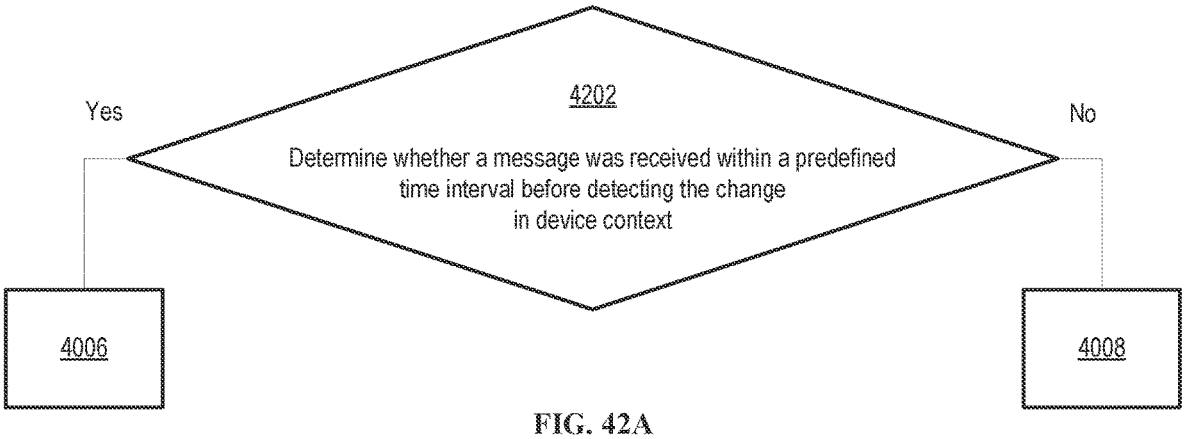


FIG. 42A

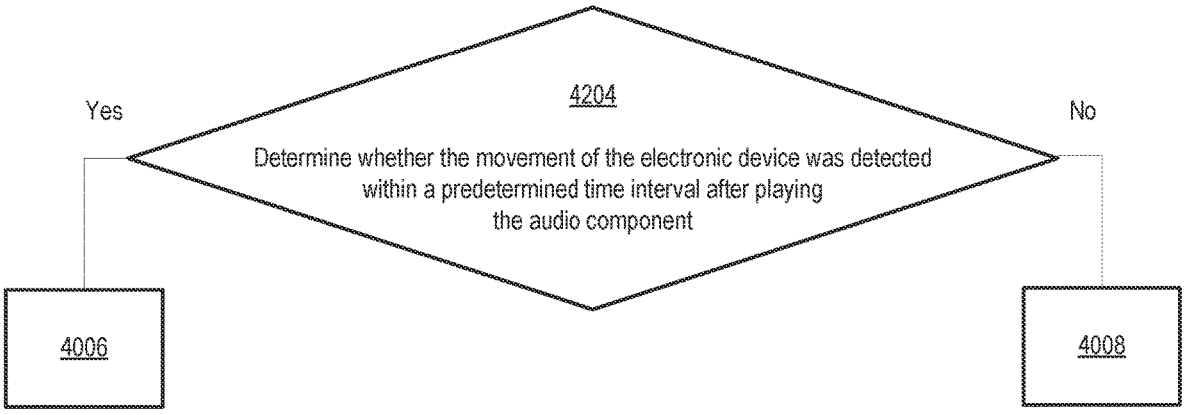


FIG. 42B

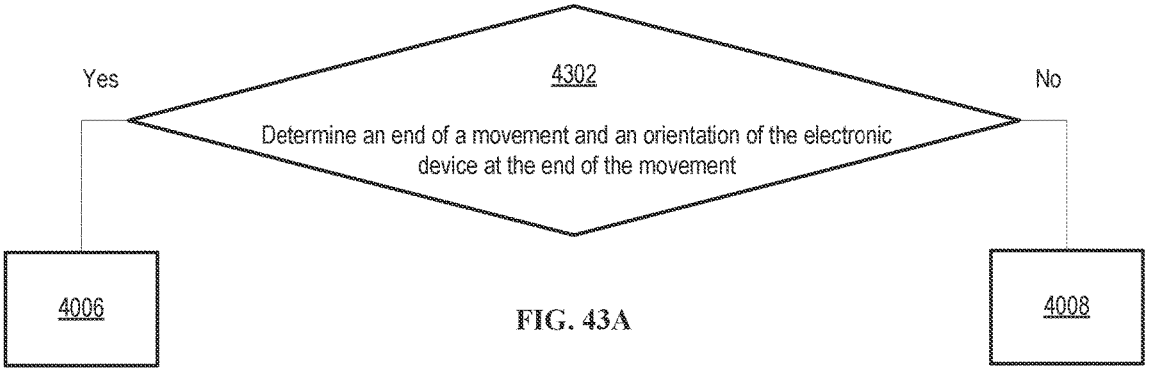


FIG. 43A

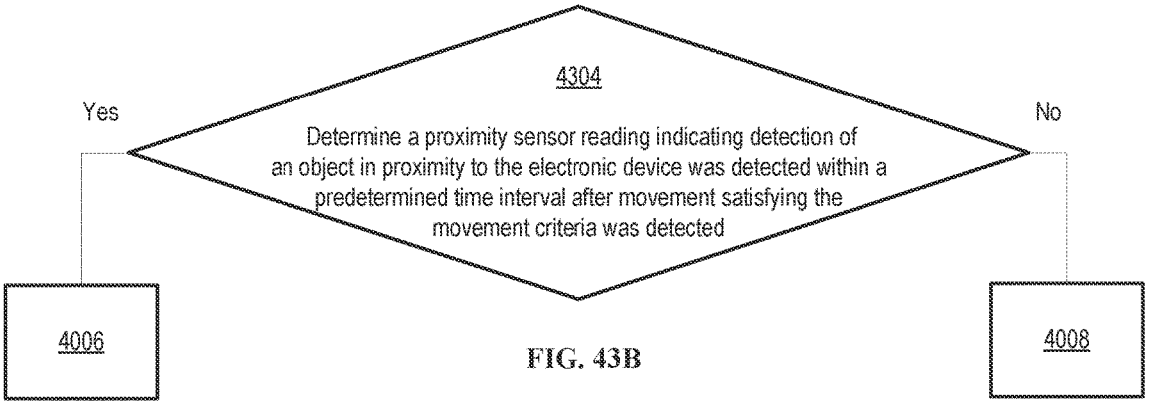


FIG. 43B

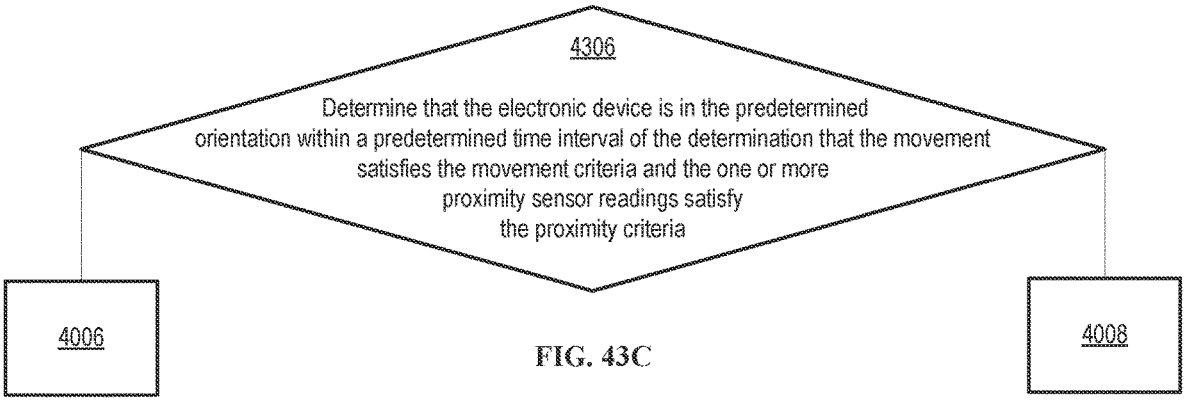


FIG. 43C

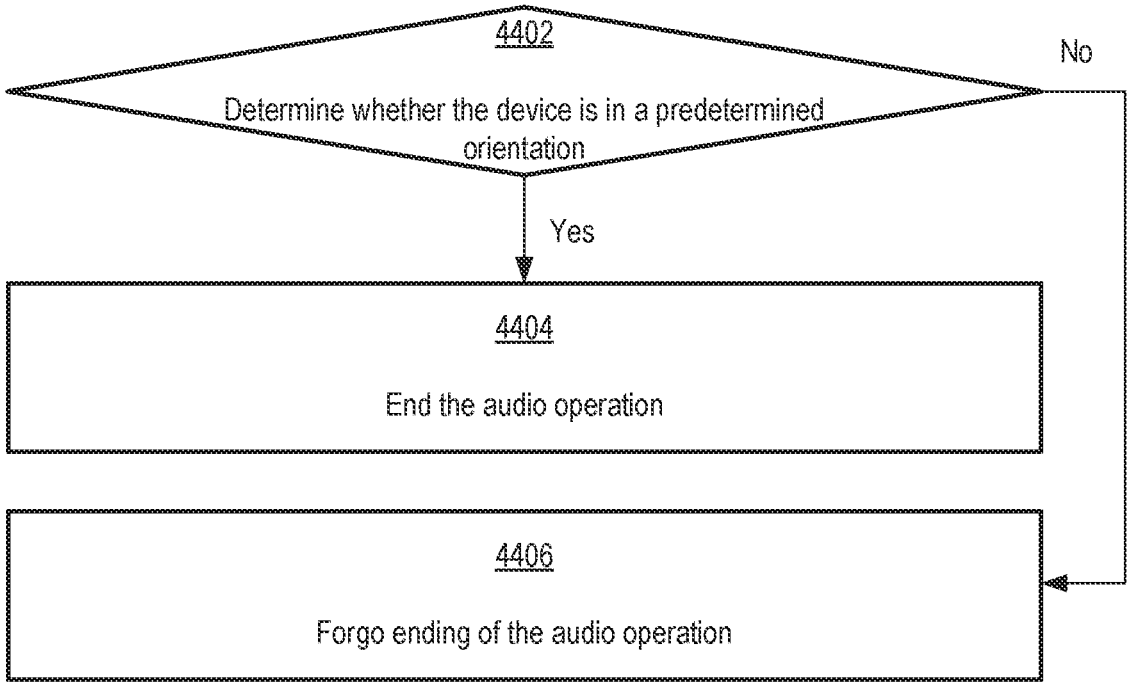


FIG. 44A

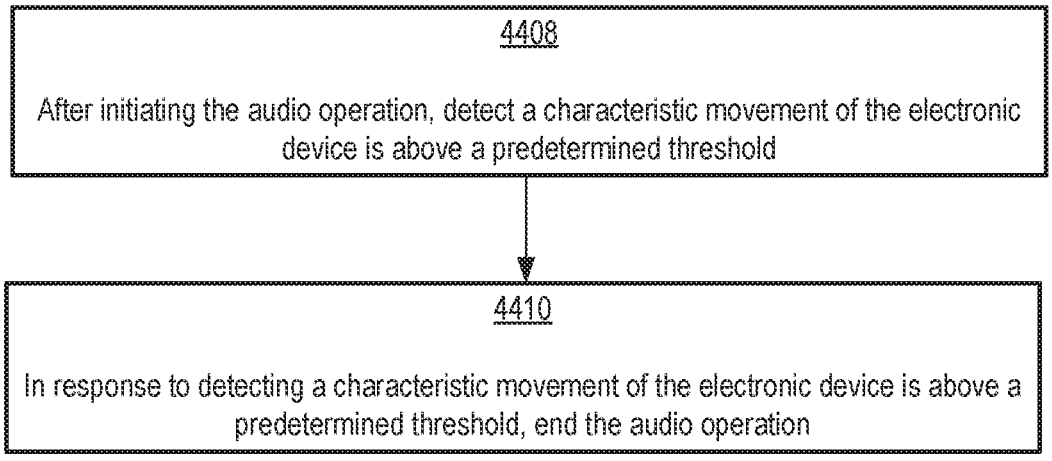


FIG. 44B

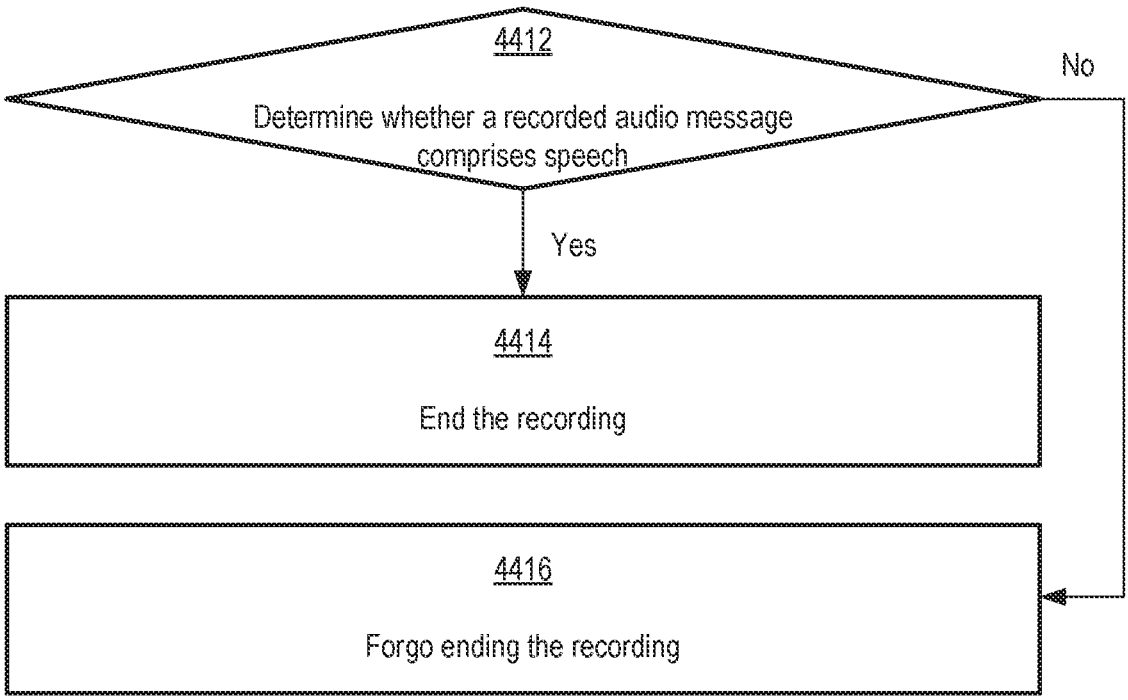

4412
Determine whether a recorded audio message comprises speech
No
Yes
4414
End the recording
4416
Forgo ending the recording

FIG. 44C

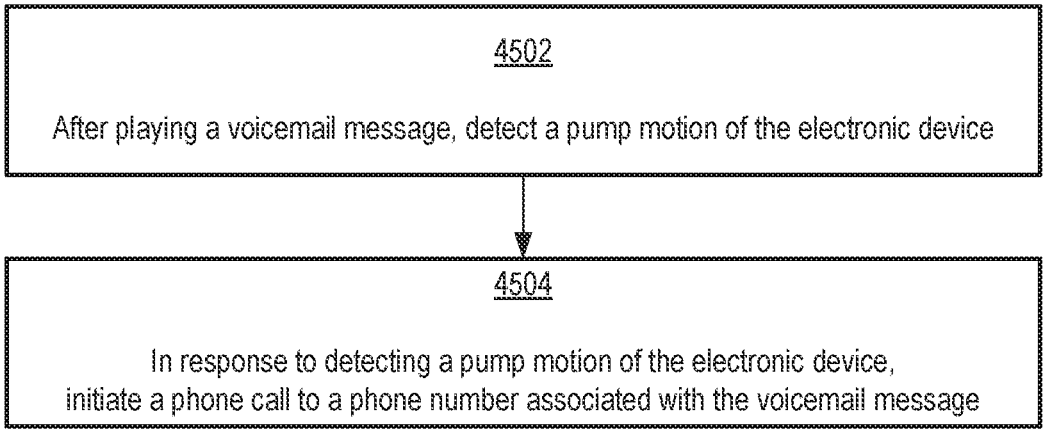


FIG. 45A

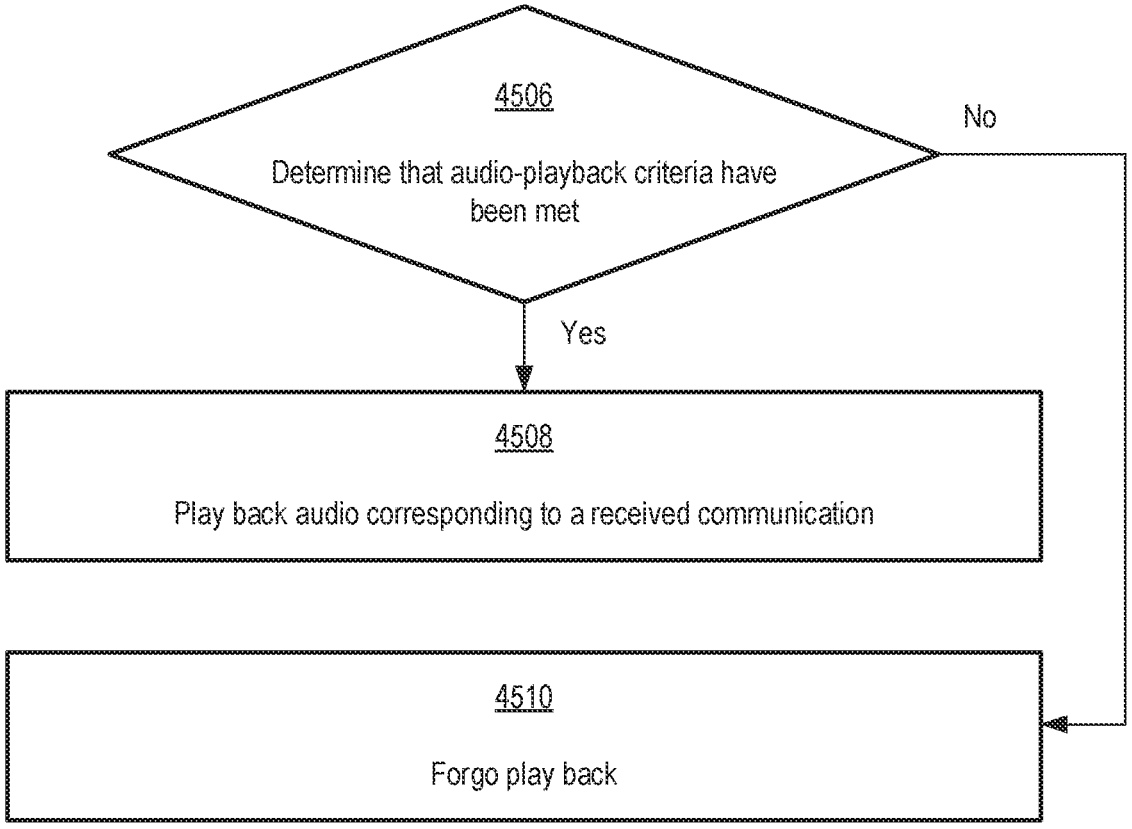


FIG. 45B

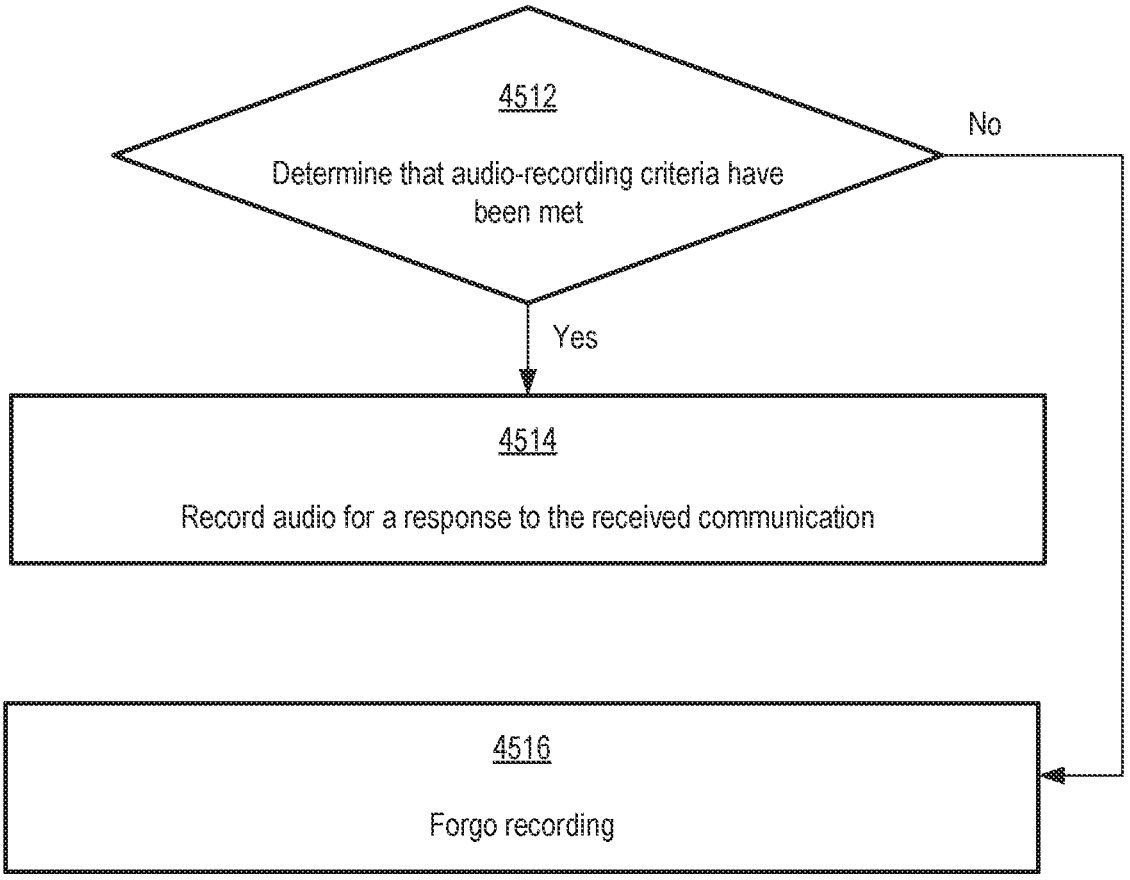

4512
Determine that audio-recording criteria have been met
No
Yes
4514
Record audio for a response to the received communication
4516
Forgo recording

FIG. 45C

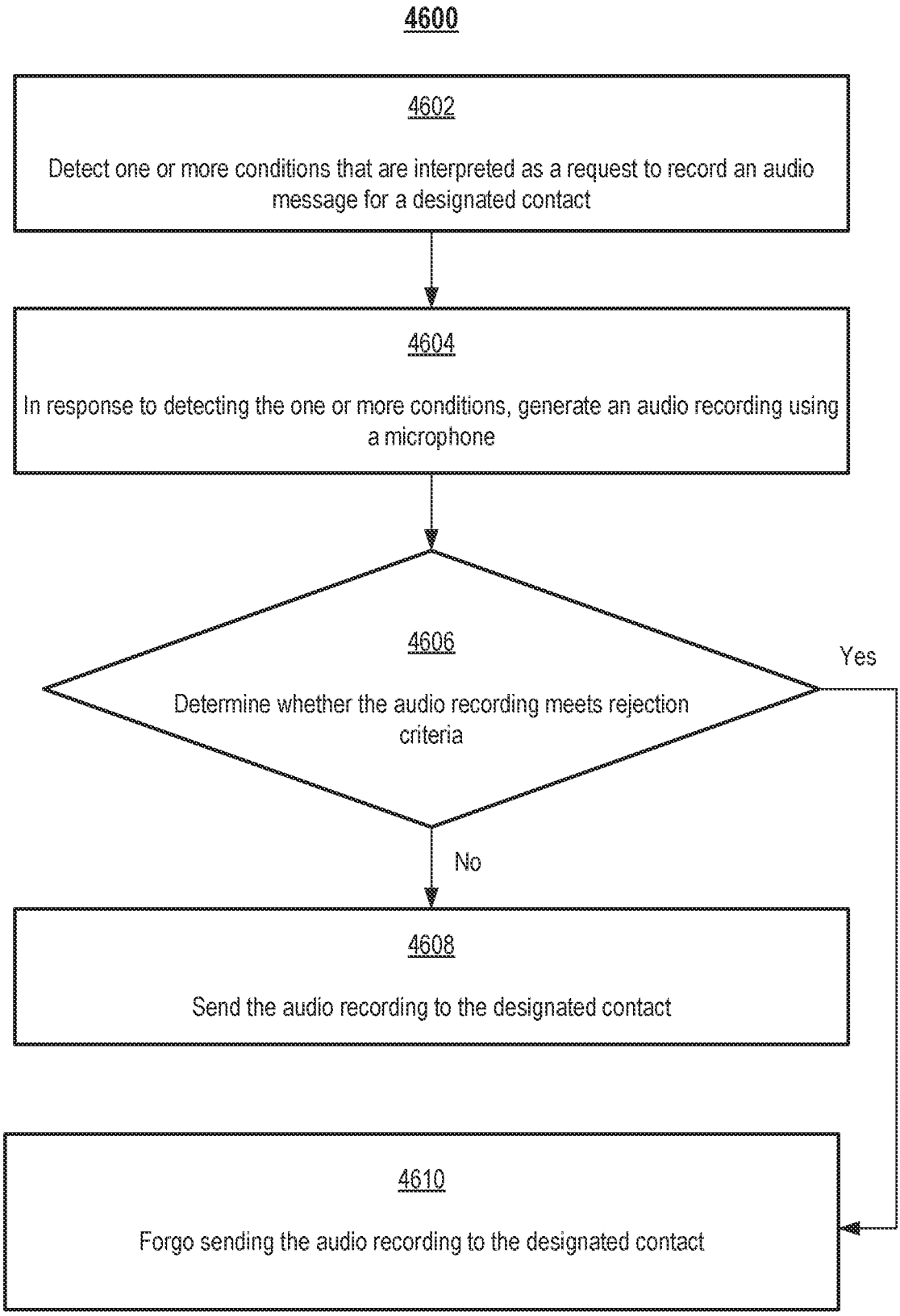

4600
4602
Detect one or more conditions that are interpreted as a request to record an audio message for a designated contact
4604
In response to detecting the one or more conditions, generate an audio recording using a microphone
4606
Determine whether the audio recording meets rejection criteria
Yes
No
4608
Send the audio recording to the designated contact
4610
Forgo sending the audio recording to the designated contact

FIG. 46

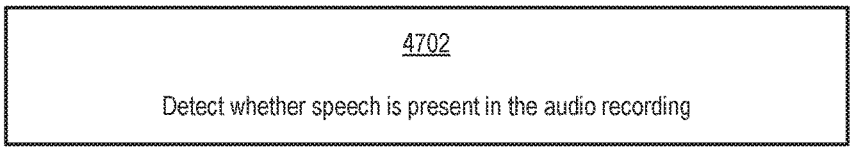


FIG. 47A

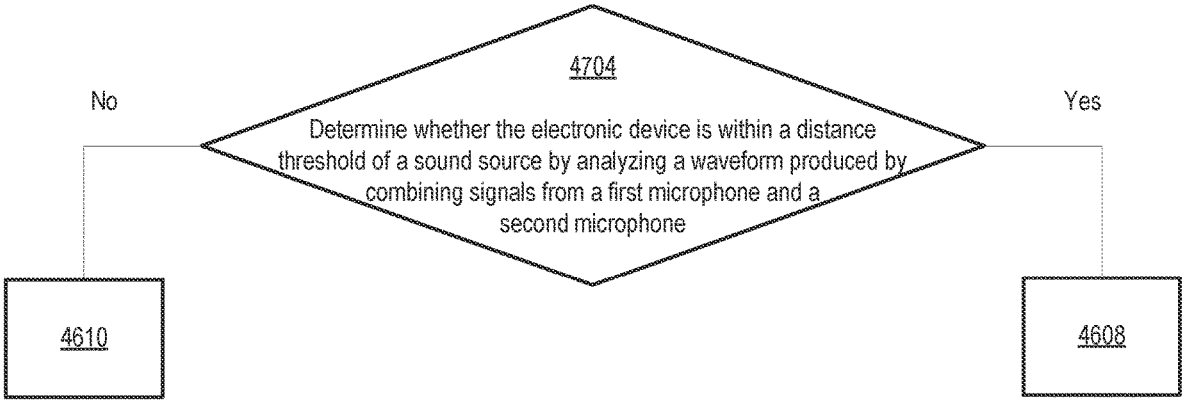


FIG. 47B

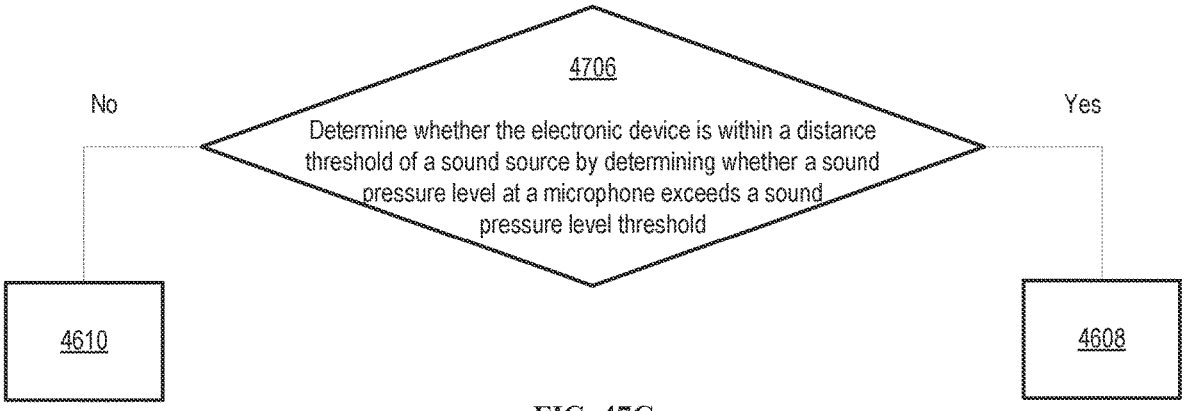


FIG. 47C

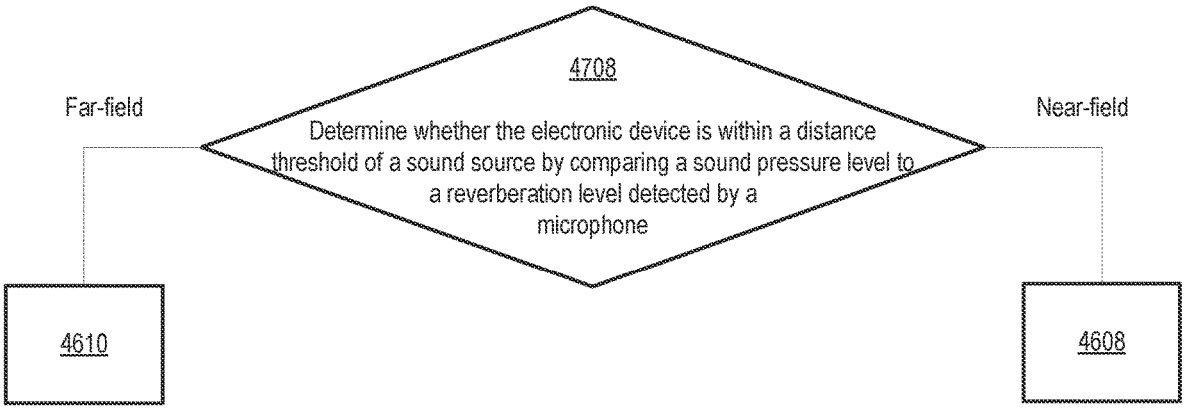


FIG. 47D

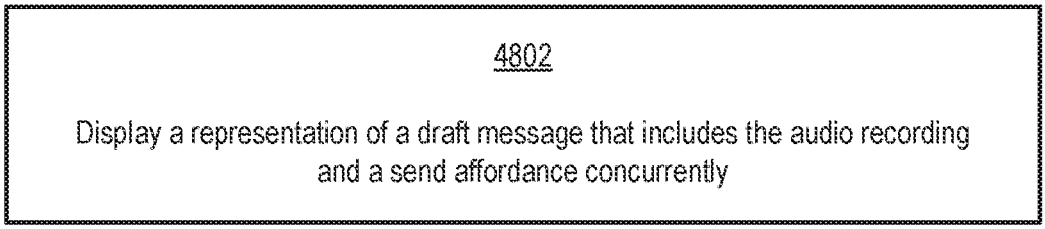


FIG. 48A

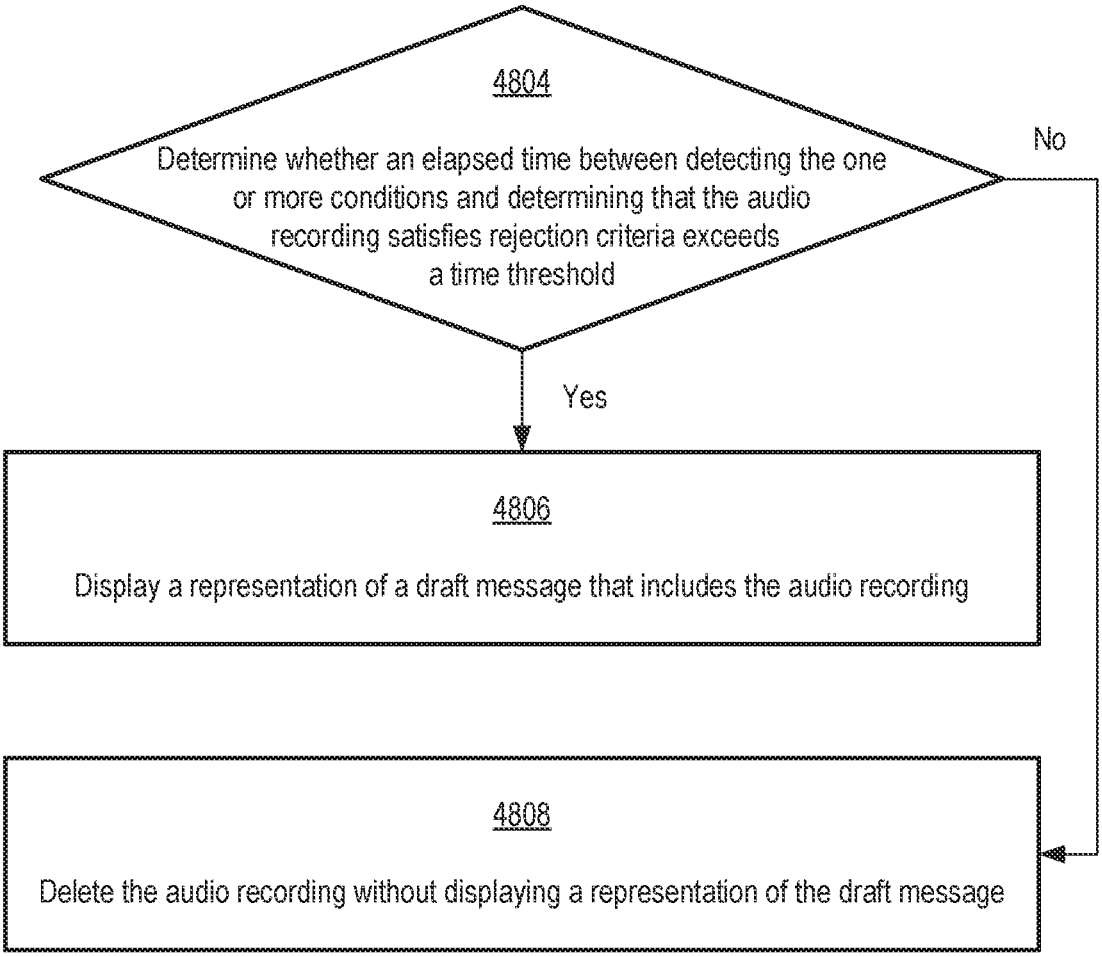


FIG. 48B

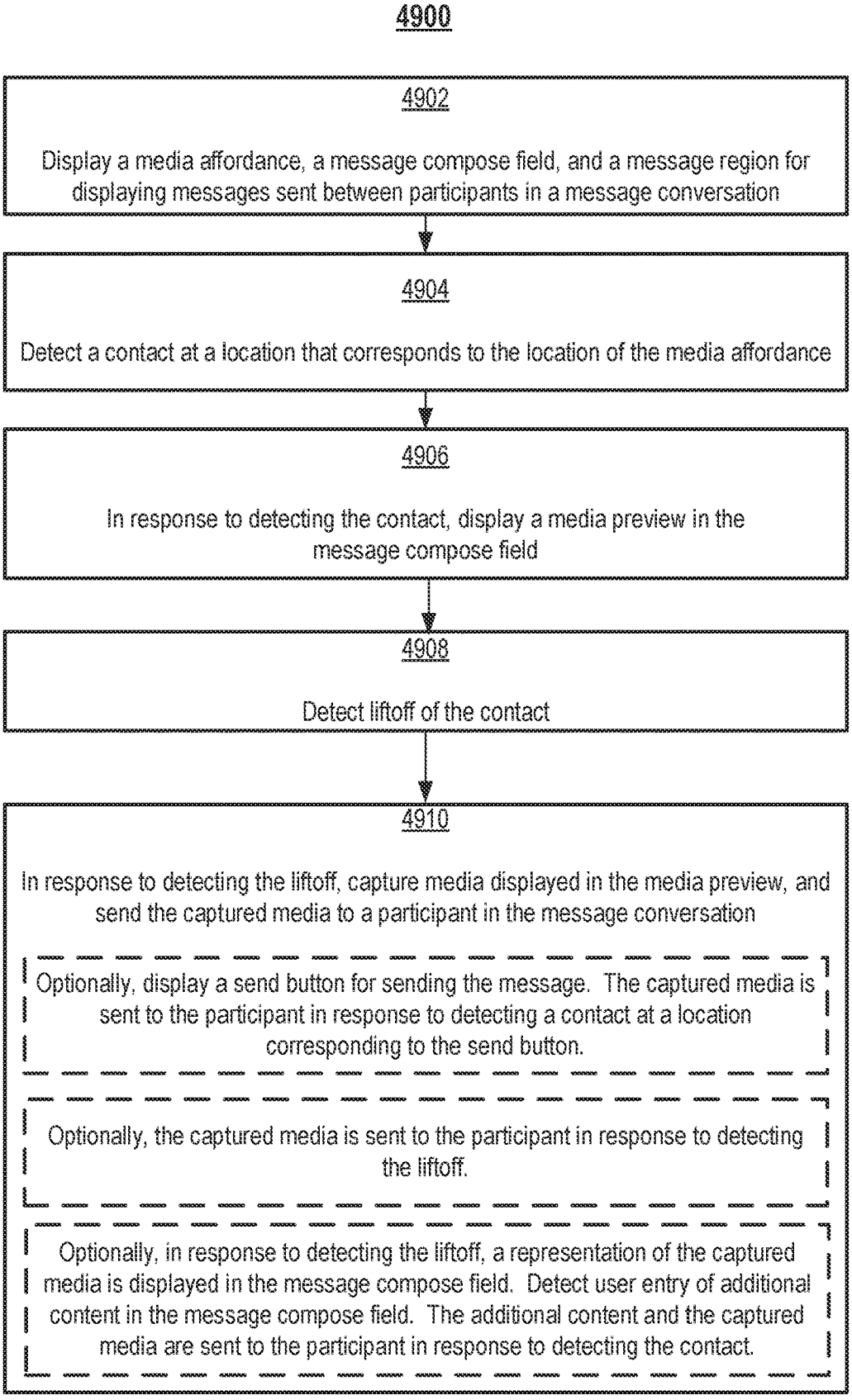

4900
4902
Display a media affordance, a message compose field, and a message region for displaying messages sent between participants in a message conversation
4904
Detect a contact at a location that corresponds to the location of the media affordance
4906
In response to detecting the contact, display a media preview in the message compose field
4908
Detect liftoff of the contact
4910
In response to detecting the liftoff, capture media displayed in the media preview, and send the captured media to a participant in the message conversation
Optionally, display a send button for sending the message. The captured media is sent to the participant in response to detecting a contact at a location corresponding to the send button.
Optionally, the captured media is sent to the participant in response to detecting the liftoff.
Optionally, in response to detecting the liftoff, a representation of the captured media is displayed in the message compose field. Detect user entry of additional content in the message compose field. The additional content and the captured media are sent to the participant in response to detecting the contact.

FIG. 49

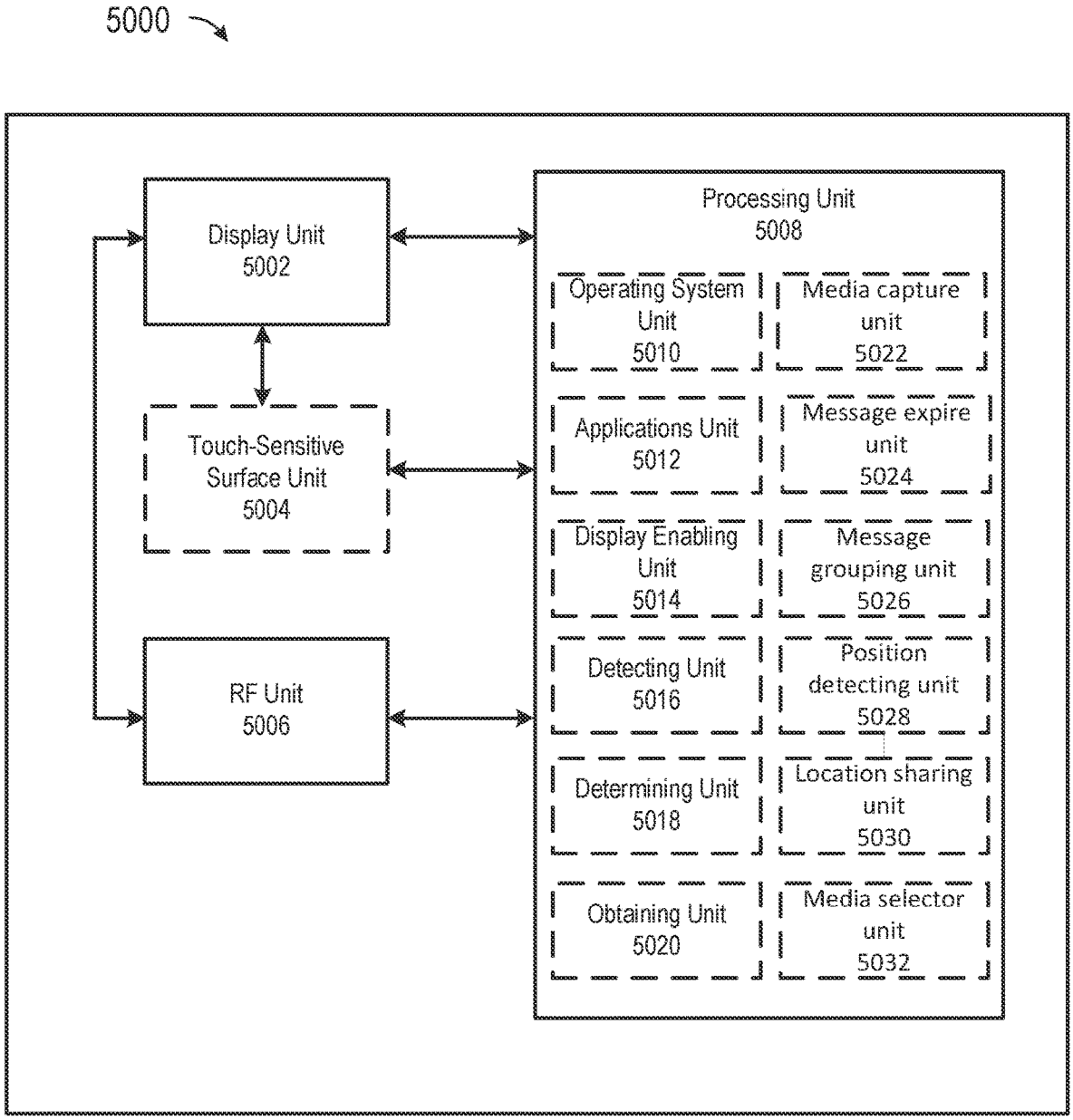

5000
Display Unit
5002
Touch-Sensitive
Surface Unit
5004
RF Unit
5006
Processing Unit
5008
Operating System
Unit
5010
Media capture
unit
5022
Applications Unit
5012
Message expire
unit
5024
Display Enabling
Unit
5014
Message
grouping unit
5026
Detecting Unit
5016
Position
detecting unit
5028
Determining Unit
5018
Location sharing
unit
5030
Obtaining Unit
5020
Media selector
unit
5032

FIG. 50

MESSAGE USER INTERFACES FOR CAPTURE AND TRANSMITTAL OF MEDIA AND LOCATION CONTENT

CROSS-REFERENCE TO RELATED APPLICATIONS

This application is a continuation of U.S. Non-provisional patent application Ser. No. 16/936,164, "MESSAGE USER INTERFACES FOR CAPTURE AND TRANSMITTAL OF MEDIA AND LOCATION CONTENT," filed on Jul. 22, 2020, which a continuation of U.S. Non-provisional patent application Ser. No. 15/488,093, "MESSAGE USER INTERFACES FOR CAPTURE AND TRANSMITTAL OF MEDIA AND LOCATION CONTENT," filed on Apr. 14, 2017, which is a continuation of U.S. Non-provisional patent application Ser. No. 14/928,865, "MESSAGE USER INTERFACES FOR CAPTURE AND TRANSMITTAL OF MEDIA AND LOCATION CONTENT," filed on Oct. 30, 2015, which is a continuation of U.S. Non-provisional patent application Ser. No. 14/503,376, "MESSAGE USER INTERFACES FOR CAPTURE AND TRANSMITTAL OF MEDIA AND LOCATION CONTENT," filed on Sep. 30, 2014, now issued as U.S. Pat. No. 9,185,062, which claims the benefit of priority of U.S. Provisional Application Ser. No. 62/047,622, "MESSAGE USER INTERFACES FOR CAPTURE AND TRANSMITTAL OF MEDIA AND LOCATION CONTENT," filed Sep. 8, 2014, and of U.S. Provisional Patent Application Ser. No. 62/006,071, "MESSAGE USER INTERFACES FOR CAPTURE AND TRANSMITTAL OF MEDIA AND LOCATION CONTENT," filed on May 31, 2014. The content of these applications is hereby incorporated by reference for all purposes.

This application is related to: U.S. patent application Ser. No. 13/153,374, "MOTION PATTERN CLASSIFICATION AND GESTURE RECOGNITION," filed on Jun. 3, 2011; and U.S. patent application Ser. No. 13/153,335, "MOTION-BASED DEVICE OPERATIONS," filed on Jun. 3, 2011. The content of these applications is hereby incorporated by reference for all purposes.

FIELD

The disclosed examples relate generally to user interfaces of electronic devices.

BACKGROUND

Messages can include a variety of media, such as audio, video, or images. Some systems may require users to launch media applications outside of the messaging application in order to capture, transmit, and view media. Furthermore, including media in a message may require the user to perform multiple steps to capture the content, include the captured content in a message, and send the message to a recipient. The recipient may then need to perform multiple steps or explicitly launch a separate media application to play back or view the content.

SUMMARY

In addition to sharing media, users may also wish to easily share their location information with one or more other users from within a message application, or initiate an audio operation for communication. A message user interface that supports quick capture and sending of media and location information in a message, or initiates an audio operation, to one or more recipients is desirable.

In some embodiments, a method for capturing and sending media from within a message application comprises: at an electronic device having a touch-sensitive surface and a display: displaying, on the display, a media affordance and a message region for displaying messages sent between participants in a message conversation; detecting a gesture on the touch-sensitive surface that includes detecting a contact at a location on the touch-sensitive surface that corresponds to a location of the media affordance on the display; in response to detecting the contact: displaying a send affordance on the display; detecting a continuation of the gesture that includes detecting movement of the contact across the touch-sensitive surface followed by detecting liftoff of the contact from the touch-sensitive surface; determining whether the contact moved to a location on the touch-sensitive surface that corresponds to a location of the send affordance on the display; and in accordance with a determination that the contact moved to the location on the touch-sensitive surface that corresponds to the location of the send affordance, and in response to detecting the liftoff, sending media captured in response to at least a portion of the gesture to a participant in the message conversation.

In some embodiments, a method for capturing and sending video from within a message application comprises: at an electronic device having a touch-sensitive surface and a display: displaying, on the display, a media affordance and a message region for displaying messages sent between participants in a message conversation; detecting a first input on the touch-sensitive surface, wherein the first input corresponds to a location of the media affordance on the display; in response to detecting the first input, displaying a record affordance and a send affordance; detecting a second input on the touch-sensitive surface, wherein the second input corresponds to a location of the record affordance on the display; in response to detecting the second input, beginning to record a video; detecting a third input on the touch-sensitive surface, wherein the third input corresponds to a location of the send affordance on the display; and in response to detecting the third input: sending the recorded video to a participant, and removing the send affordance and the record affordance from the display.

In some embodiments, a method for sharing location information comprises: at an electronic device comprising a touch-sensitive surface and a display: displaying, on the display, a message region for displaying messages sent between a first participant and a second participant in a message conversation; displaying a share-location affordance for sharing the location of the first participant with the second participant as the location changes over at least a predetermined time period; detecting a selection of the share-location affordance; and in response to detecting the selection of the share-location affordance: providing the second participant with information enabling the second participant to determine a current location of the first participant during at least the predetermined time period.

In some embodiments, a method for adding media to a conversation comprises: at an electronic device having a camera sensor, a touch-sensitive surface, and a display: displaying, on the display, a message region for displaying a message conversation: receiving a request to add media to the message conversation; in response to receiving the request, displaying a media selection interface concurrently with at least a portion of the message conversation, wherein the media selection interface includes a plurality of affordances for selecting media for addition to the message

conversation, at least a subset of the plurality of affordances including thumbnail representations of media available for adding to the message conversation; detecting selection of a respective affordance from the plurality of affordances; and in response to detecting selection of the respective affordance, selecting corresponding media for addition to the message conversation.

In some embodiments, a method for capturing and sending media comprises: at an electronic device having a touch-sensitive surface and a display: displaying, on the display, a media affordance, a message compose field, and a message region for displaying messages sent between participants in a message conversation; detecting a contact at a location on the touch-sensitive surface that corresponds to a location of the media affordance on the display; in response to detecting the contact, displaying a media preview in the message compose field; detecting a liftoff of the contact from the touch-sensitive surface; in response to detecting the liftoff, capturing media displayed in the media preview; and sending the captured media to a participant in the message conversation.

In some embodiments, a method for capturing, sending, and playing audio messages from within a message application comprises: at an electronic device having a touch-sensitive surface and a display: displaying a representation of a first audio message received from a first participant in a message conversation; detecting a request to play the first audio message; in response to detecting the request, playing the first audio message; after playing the first audio message, detecting a raising of the device; in response to detecting the raising of the device, recording a second audio message; and after recording the second audio message, sending the second audio message to the first participant.

In some embodiments, a method for grouping messages for display in a conversation comprises: at an electronic device comprising a touch-sensitive surface and a display: receiving a plurality of messages from a first participant within a time interval; determining whether the plurality of messages meets message grouping criteria; in accordance with a determination that the plurality of messages does not meet the message grouping criteria, displaying a plurality of separate bounded message areas representing the plurality of messages; and in accordance with a determination that the plurality of messages meets the message grouping criteria, displaying a single group bounded message area representing the plurality of messages.

In some embodiments, a method for deleting expired messages from a message conversation comprises: at an electronic device comprising a touch-sensitive surface and a display: receiving a first message; displaying a representation of the first message on the display, wherein the first message is scheduled to be deleted upon satisfaction of expiration criteria; displaying an affordance for keeping the first message; in accordance with a determination that the affordance was selected prior to the satisfaction of the expiration criteria, keeping the first message; and in accordance with a determination that the expiration criteria has been satisfied without detecting selection of the affordance, ceasing to display the representation of the first message on the display.

In some embodiments, a method for initiating an audio operation includes: at an electronic device comprising a microphone: detecting a change in device context based on movement of the electronic device and one or more proximity sensor readings; in response to detecting the change in device context: determining whether the device meets audio-operation criteria, wherein the audio-operation criteria include a criterion that is met when the movement of the electronic device satisfies movement criteria and the one or more proximity sensor readings satisfy a proximity criteria; and in accordance with a determination that the change in device context satisfies the audio-operation criteria, initiating an audio operation; and in accordance with a determination that the change in device context does not satisfy the audio-operation criteria, forgoing initiation of the audio operation.

In some embodiments, method for sending an audio message includes: at an electronic device comprising at least one microphone: detecting one or more conditions that are interpreted as a request to record an audio message for a designated contact; in response to detecting the one or more conditions, generating an audio recording using the at least one microphone; determining whether the audio recording meets rejection criteria; in accordance with a determination that the rejection criteria is not satisfied, sending the audio recording to the designated contact; and in accordance with a determination that the rejection criteria is satisfied, forgoing sending of the audio recording to the designated contact.

DESCRIPTION OF THE FIGURES

FIG. **1**A is a block diagram illustrating a portable multifunction device with a touch-sensitive display in accordance with some embodiments.

FIG. **1**B is a block diagram illustrating exemplary components for event handling in accordance with some embodiments.

FIG. **2** illustrates a portable multifunction device having a touch-sensitive display in accordance with some embodiments.

FIG. **3** is a block diagram of an exemplary multifunction device with a display and a touch-sensitive surface in accordance with some embodiments.

FIG. **4**A illustrates an exemplary user interface for a menu of applications on a portable multifunction device in accordance with some embodiments.

FIG. **4**B illustrates an exemplary user interface for a multifunction device with a touch-sensitive surface that is separate from the display in accordance with some embodiments.

FIGS. **5**A-**5**B illustrate exemplary messaging user interfaces.

FIGS. **6**A-**6**B illustrate exemplary messaging user interfaces.

FIGS. **7**A-**7**D illustrate exemplary messaging user interfaces.

FIG. **8** illustrates an exemplary messaging user interface.

FIGS. **9**A-**9**B illustrate exemplary messaging user interfaces.

FIGS. **10**A-**10**B illustrate exemplary messaging user interfaces.

FIGS. **11**A-**11**B illustrate exemplary messaging user interfaces.

FIGS. **11**C-**11**E illustrate exemplary messaging user interfaces.

FIGS. **12**A-**12**B illustrate exemplary messaging user interfaces.

FIGS. **13**A-**13**C illustrate exemplary messaging user interfaces.

FIG. **14** illustrates an exemplary messaging user interface.

FIGS. **15**A-**15**B illustrate exemplary messaging user interfaces.

FIGS. **16**A-**16**B illustrate exemplary messaging user interfaces.

FIGS. **17**A-**17**C illustrate exemplary messaging user interfaces.

FIGS. **18**A-**18**C illustrate exemplary messaging user interfaces.

FIGS. **19**A-**19**B illustrate exemplary messaging user interfaces.

FIGS. **19**C-**19**D illustrate exemplary messaging user interfaces.

FIG. **20** illustrates an exemplary messaging user interface.

FIGS. **21**A-**21**B illustrate exemplary messaging user interfaces.

FIGS. **22**A-**22**D illustrate exemplary messaging user interfaces.

FIGS. **23**A-**23**C illustrate exemplary messaging user interfaces.

FIGS. **24**A-**24**C illustrate exemplary messaging user interfaces.

FIGS. **25**A-**25**B illustrate exemplary messaging user interfaces.

FIGS. **25**C-**25**E illustrate exemplary messaging user interfaces.

FIG. **26** illustrates an exemplary messaging user interface.

FIGS. **27**A-**27**C illustrate exemplary messaging user interfaces.

FIGS. **28**A-**28**C illustrate exemplary messaging user interfaces.

FIGS. **29**A-**29**C illustrate exemplary messaging user interfaces.

FIG. **30** illustrates an exemplary messaging user interfaces.

FIG. **31** illustrates an exemplary messaging user interfaces.

FIGS. **32**A-**32**C illustrate exemplary messaging user interfaces.

FIG. **33** is a flow diagram illustrating a process for capturing and sending media.

FIG. **34** is a flow diagram illustrating a process for capturing and sending media.

FIG. **35** is a flow diagram illustrating a process for capturing and sending media.

FIG. **36** is a flow diagram illustrating a process for grouping messages.

FIG. **37** is a flow diagram illustrating a process for managing messages based on expiration criteria.

FIG. **38** is a flow diagram illustrating a process for sharing location information.

FIG. **39** is a flow diagram illustrating a process for adding media to a conversation.

FIG. **40** is a flow diagram illustrating a process for initiating an audio operation.

FIGS. **41**A-**41**B are flow diagrams illustrating processes for initiating an audio operation.

FIGS. **42**A-**42**B are flow diagrams illustrating processes for initiating an audio operation.

FIGS. **43**A-**43**C are flow diagrams illustrating processes for initiating an audio operation.

FIGS. **44**A-**44**C are flow diagrams illustrating processes for initiating an audio operation.

FIGS. **45**A-**45**C are flow diagrams illustrating processes for initiating an audio operation.

FIG. **46** is a flow diagram illustrating a process for sending an audio recording.

FIGS. **47**A-**47**D are flow diagrams illustrating processes for sending an audio recording.

FIGS. **48**A-**48**B are flow diagrams illustrating processes for sending an audio recording.

FIG. **49** is a flow diagram illustrating a process for capturing and sending media.

FIG. **50** illustrates a functional block diagram of an electronic device in accordance with some embodiments.

DETAILED DESCRIPTION

The following description sets forth exemplary methods, parameters, and the like. It should be recognized, however, that such description is not intended as a limitation on the scope of the present disclosure but is instead provided as a description of exemplary embodiments

There is a need for electronic devices with faster, more efficient methods and interfaces for capturing, sending, and playing media content or location data on portable electronic devices. Such methods and interfaces reduce the cognitive burden on a user and produce a more efficient human-machine interface. For battery-operated devices, such methods and interfaces conserve power and increase the time between battery charges.

Below, FIGS. **1**A-**1**B, **2**, **3**, and **4**A-**4**B provide a description of exemplary devices for performing the techniques for capturing, sending, and playing or viewing media objects or location content. FIGS. **5**A-**32**C illustrate exemplary user message user interfaces for capturing, sending, playing or viewing media objects or location content, and sending recorded audio messages. FIGS. **33**-**49** are flow diagrams illustrating methods of capturing, sending, and playing or viewing media and location content, grouping messages for display, removing expired messages from a conversation, initiating an audio operation, and sending a recorded message.

Although the following description uses terms "first," "second," etc. to describe various elements, these elements should not be limited by the terms. These terms are only used to distinguish one element from another. For example, a first touch could be termed a second touch, and, similarly, a second touch could be termed a first touch, without departing from the scope of the various described embodiments. The first touch and the second touch are both touches, but they are not the same touch.

The terminology used in the description of the various described embodiments herein is for the purpose of describing particular embodiments only and is not intended to be limiting. As used in the description of the various described embodiments and the appended claims, the singular forms "a", "an," and "the" are intended to include the plural forms as well, unless the context clearly indicates otherwise. It will also be understood that the term "and/or" as used herein refers to and encompasses any and all possible combinations of one or more of the associated listed items. It will be further understood that the terms "includes," "including," "comprises," and/or "comprising," when used in this specification, specify the presence of stated features, integers, steps, operations, elements, and/or components, but do not preclude the presence or addition of one or more other features, integers, steps, operations, elements, components, and/or groups thereof.

The term "if" may be construed to mean "when" or "upon" or "in response to determining" or "in response to detecting," depending on the context. Similarly, the phrase "if it is determined" or "if [a stated condition or event] is detected" may be construed to mean "upon determining" or "in response to determining" or "upon detecting [the stated condition or event]" or "in response to detecting [the stated condition or event]," depending on the context.

Embodiments of electronic devices, user interfaces for such devices, and associated processes for using such devices are described. In some embodiments, the device is a portable communications device, such as a mobile telephone, that also contains other functions, such as PDA and/or music player functions. Exemplary embodiments of portable multifunction devices include, without limitation, the iPhone®, iPod Touch®, and iPad® devices from Apple Inc. of Cupertino, Calif. Other portable electronic devices, such as laptops or tablet computers with touch-sensitive surfaces (e.g., a touch screen displays and/or touchpads), are, optionally, used. It should also be understood that, in some embodiments, the device is not a portable communications device, but is a desktop computer with a touch-sensitive surface (e.g., touch screen display and/or a touchpad).

In the discussion that follows, an electronic device that includes a display and a touch-sensitive surface is described. It should be understood, however, that the electronic device optionally includes one or more other physical user-interface devices, such as button(s), a physical keyboard, a mouse, and/or a joystick.

The device may support a variety of applications, such as one or more of the following: a drawing application, a presentation application, a word processing application, a website creation application, a disk authoring application, a spreadsheet application, a gaming application, a telephone application, a video conferencing application, an e-mail application, an instant messaging application, a workout support application, a photo management application, a digital camera application, a digital video camera application, a web browsing application, a digital music player application, and/or a digital video player application.

The various applications that are executed on the device optionally use at least one common physical user-interface device, such as the touch-sensitive surface. One or more functions of the touch-sensitive surface as well as corresponding information displayed on the device are, optionally, adjusted and/or varied from one application to the next and/or within a respective application. In this way, a common physical architecture (such as the touch-sensitive surface) of the device optionally supports the variety of applications with user interfaces that are intuitive and transparent to the user.

Attention is now directed toward embodiments of portable devices with touch-sensitive displays. FIG. **1A** is a block diagram illustrating portable multifunction device **100** with touch-sensitive display system **112** in accordance with some embodiments. Touch-sensitive display **112** is sometimes called a "touch screen" for convenience, and is sometimes known as or called a "touch-sensitive display system." Device **100** includes memory **102** (which optionally includes one or more computer-readable storage mediums), memory controller **122**, one or more processing units (CPUs) **120**, peripherals interface **118**, RF circuitry **108**, audio circuitry **110**, speaker **111**, microphone **113**, input/output (I/O) subsystem **106**, other input control devices **116**, and external port **124**. Device **100** optionally includes one or more optical sensors **164**. Device **100** optionally includes one or more contact intensity sensors **165** for detecting intensity of contacts on device **100** (e.g., a touch-sensitive surface such as touch-sensitive display system **112** of device **100**). Device **100** optionally includes one or more tactile output generators **167** for generating tactile outputs on device **100** (e.g., generating tactile outputs on a touch-sensitive surface such as touch-sensitive display system **112** of device **100** or touchpad **355** of device **300**). These components optionally communicate over one or more communication buses or signal lines **103**.

As used in the specification and claims, the term "intensity" of a contact on a touch-sensitive surface refers to the force or pressure (force per unit area) of a contact (e.g., a finger contact) on the touch-sensitive surface, or to a substitute (proxy) for the force or pressure of a contact on the touch-sensitive surface. The intensity of a contact has a range of values that includes at least four distinct values and more typically includes hundreds of distinct values (e.g., at least 256). Intensity of a contact is, optionally, determined (or measured) using various approaches and various sensors or combinations of sensors. For example, one or more force sensors underneath or adjacent to the touch-sensitive surface are, optionally, used to measure force at various points on the touch-sensitive surface. In some implementations, force measurements from multiple force sensors are combined (e.g., a weighted average) to determine an estimated force of a contact. Similarly, a pressure-sensitive tip of a stylus is, optionally, used to determine a pressure of the stylus on the touch-sensitive surface. Alternatively, the size of the contact area detected on the touch-sensitive surface and/or changes thereto, the capacitance of the touch-sensitive surface proximate to the contact and/or changes thereto, and/or the resistance of the touch-sensitive surface proximate to the contact and/or changes thereto are, optionally, used as a substitute for the force or pressure of the contact on the touch-sensitive surface. In some implementations, the substitute measurements for contact force or pressure are used directly to determine whether an intensity threshold has been exceeded (e.g., the intensity threshold is described in units corresponding to the substitute measurements). In some implementations, the substitute measurements for contact force or pressure are converted to an estimated force or pressure, and the estimated force or pressure is used to determine whether an intensity threshold has been exceeded (e.g., the intensity threshold is a pressure threshold measured in units of pressure). Using the intensity of a contact as an attribute of a user input allows for user access to additional device functionality that may otherwise not be accessible by the user on a reduced-size device with limited real estate for displaying affordances (e.g., on a touch-sensitive display) and/or receiving user input (e.g., via a touch-sensitive display, a touch-sensitive surface, or a physical/mechanical control such as a knob or a button).

As used in the specification and claims, the term "tactile output" refers to physical displacement of a device relative to a previous position of the device, physical displacement of a component (e.g., a touch-sensitive surface) of a device relative to another component (e.g., housing) of the device, or displacement of the component relative to a center of mass of the device that will be detected by a user with the user's sense of touch. For example, in situations where the device or the component of the device is in contact with a surface of a user that is sensitive to touch (e.g., a finger, palm, or other part of a user's hand), the tactile output generated by the physical displacement will be interpreted by the user as a tactile sensation corresponding to a perceived change in physical characteristics of the device or the component of the device. For example, movement of a touch-sensitive surface (e.g., a touch-sensitive display or trackpad) is, optionally, interpreted by the user as a "down click" or "up click" of a physical actuator button. In some cases, a user will feel a tactile sensation such as an "down click" or "up click" even when there is no movement of a physical actuator button associated with the touch-sensitive surface that is physically pressed (e.g., displaced) by the

user's movements. As another example, movement of the touch-sensitive surface is, optionally, interpreted or sensed by the user as "roughness" of the touch-sensitive surface, even when there is no change in smoothness of the touch-sensitive surface. While such interpretations of touch by a user will be subject to the individualized sensory perceptions of the user, there are many sensory perceptions of touch that are common to a large majority of users. Thus, when a tactile output is described as corresponding to a particular sensory perception of a user (e.g., an "up click," a "down click," "roughness"), unless otherwise stated, the generated tactile output corresponds to physical displacement of the device or a component thereof that will generate the described sensory perception for a typical (or average) user.

It should be appreciated that device **100** is only one example of a portable multifunction device, and that device **100** optionally has more or fewer components than shown, optionally combines two or more components, or optionally has a different configuration or arrangement of the components. The various components shown in FIG. **1**A are implemented in hardware, software, or a combination of both hardware and software, including one or more signal processing and/or application-specific integrated circuits.

Memory **102** may include one or more computer-readable storage mediums. The computer-readable storage mediums may be tangible and non-transitory. Memory **102** may include high-speed random access memory and may also include non-volatile memory, such as one or more magnetic disk storage devices, flash memory devices, or other non-volatile solid-state memory devices. Memory controller **122** may control access to memory **102** by other components of device **100**.

Peripherals interface **118** can be used to couple input and output peripherals of the device to CPU **120** and memory **102**. The one or more processors **120** run or execute various software programs and/or sets of instructions stored in memory **102** to perform various functions for device **100** and to process data. In some embodiments, peripherals interface **118**, CPU **120**, and memory controller **122** may be implemented on a single chip, such as chip **104**. In some other embodiments, they may be implemented on separate chips.

RF (radio frequency) circuitry **108** receives and sends RF signals, also called electromagnetic signals. RF circuitry **108** converts electrical signals to/from electromagnetic signals and communicates with communications networks and other communications devices via the electromagnetic signals. RF circuitry **108** optionally includes well-known circuitry for performing these functions, including but not limited to an antenna system, an RF transceiver, one or more amplifiers, a tuner, one or more oscillators, a digital signal processor, a CODEC chipset, a subscriber identity module (SIM) card, memory, and so forth. RF circuitry **108** optionally communicates with networks, such as the Internet, also referred to as the World Wide Web (WWW), an intranet and/or a wireless network, such as a cellular telephone network, a wireless local area network (LAN) and/or a metropolitan area network (MAN), and other devices by wireless communication. The RF circuitry **108** optionally includes well-known circuitry for detecting near field communication (NFC) fields, such as by a short-range communication radio. The wireless communication optionally uses any of a plurality of communications standards, protocols, and technologies, including but not limited to Global System for Mobile Communications (GSM), Enhanced Data GSM Environment (EDGE), high-speed downlink packet access (HSDPA), high-speed uplink packet access (HSUPA), Evolution, Data-Only (EV-DO), HSPA, HSPA+, Dual-Cell HSPA (DC-HSPDA), long term evolution (LTE), near field communication, wideband code division multiple access (W-CDMA), code division multiple access (CDMA), time division multiple access (TDMA), Bluetooth, Bluetooth Low Energy (BTLE), Wireless Fidelity (Wi-Fi) (e.g., IEEE 802.11a, IEEE 802.11b, IEEE 802.11g, IEEE 802.11n, and/or IEEE 802.11ac), voice over Internet Protocol (VoIP), Wi-MAX, a protocol for e-mail (e.g., Internet message access protocol (IMAP) and/or post office protocol (POP)), instant messaging (e.g., extensible messaging and presence protocol (XMPP), Session Initiation Protocol for Instant Messaging and Presence Leveraging Extensions (SIMPLE), Instant Messaging and Presence Service (IMPS)), and/or Short Message Service (SMS), or any other suitable communication protocol, including communication protocols not yet developed as of the filing date of this document.

Audio circuitry **110**, speaker **111**, and microphone **113** provide an audio interface between a user and device **100**. Audio circuitry **110** receives audio data from peripherals interface **118**, converts the audio data to an electrical signal, and transmits the electrical signal to speaker **111**. Speaker **111** converts the electrical signal to human-audible sound waves. Audio circuitry **110** also receives electrical signals converted by microphone **113** from sound waves. Audio circuitry **110** converts the electrical signal to audio data and transmits the audio data to peripherals interface **118** for processing. Audio data may be retrieved from and/or transmitted to memory **102** and/or RF circuitry **108** by peripherals interface **118**. In some embodiments, audio circuitry **110** also includes a headset jack (e.g., **212**, FIG. **2**). The headset jack provides an interface between audio circuitry **110** and removable audio input/output peripherals, such as output-only headphones or a headset with both output (e.g., a headphone for one or both ears) and input (e.g., a microphone).

I/O subsystem **106** couples input/output peripherals on device **100**, such as touch screen **112** and other input control devices **116**, to peripherals interface **118**. I/O subsystem **106** optionally includes display controller **156**, optical sensor controller **158**, intensity sensor controller **159**, haptic feedback controller **161**, and one or more input controllers **160** for other input or control devices. The one or more input controllers **160** receive/send electrical signals from/to other input control devices **116**. The other input control devices **116** optionally include physical buttons (e.g., push buttons, rocker buttons, etc.), dials, slider switches, joysticks, click wheels, and so forth. In some alternate embodiments, input controller(s) **160** are, optionally, coupled to any (or none) of the following: a keyboard, an infrared port, a USB port, and a pointer device such as a mouse. The one or more buttons (e.g., **208**, FIG. **2**) optionally include an up/down button for volume control of speaker **111** and/or microphone **113**. The one or more buttons optionally include a push button (e.g., **206**, FIG. **2**).

A quick press of the push button may disengage a lock of touch screen **112** or begin a process that uses gestures on the touch screen to unlock the device, as described in U.S. patent application Ser. No. 11/322,549, "Unlocking a Device by Performing Gestures on an Unlock Image," filed Dec. 23, 2005, U.S. Pat. No. 7,657,849, which is hereby incorporated by reference in its entirety. A longer press of the push button (e.g., **206**) may turn power to device **100** on or off. The user may be able to customize a functionality of one or more of the buttons. Touch screen **112** is used to implement virtual or soft buttons and one or more soft keyboards.

Touch-sensitive display **112** provides an input interface and an output interface between the device and a user. Display controller **156** receives and/or sends electrical signals from/to touch screen **112**. Touch screen **112** displays visual output to the user. The visual output may include graphics, text, icons, video, and any combination thereof (collectively termed "graphics"). In some embodiments, some or all of the visual output may correspond to user-interface objects.

Touch screen **112** has a touch-sensitive surface, sensor, or set of sensors that accepts input from the user based on haptic and/or tactile contact. Touch screen **112** and display controller **156** (along with any associated modules and/or sets of instructions in memory **102**) detect contact (and any movement or breaking of the contact) on touch screen **112** and convert the detected contact into interaction with user-interface objects (e.g., one or more soft keys, icons, web-pages, or images) that are displayed on touch screen **112**. In an exemplary embodiment, a point of contact between touch screen **112** and the user corresponds to a finger of the user.

Touch screen **112** may use LCD (liquid crystal display) technology, LPD (light emitting polymer display) technology, or LED (light emitting diode) technology, although other display technologies may be used in other embodiments. Touch screen **112** and display controller **156** may detect contact and any movement or breaking thereof using any of a plurality of touch sensing technologies now known or later developed, including but not limited to capacitive, resistive, infrared, and surface acoustic wave technologies, as well as other proximity sensor arrays or other elements for determining one or more points of contact with touch screen **112**. In an exemplary embodiment, projected mutual capacitance sensing technology is used, such as that found in the iPhone® and iPod Touch® from Apple Inc. of Cupertino, Calif.

A touch-sensitive display in some embodiments of touch screen **112** may be analogous to the multi-touch sensitive touchpads described in the following U.S. Pat. No. 6,323,846 (Westerman et al.), U.S. Pat. No. 6,570,557 (Westerman et al.), and/or U.S. Pat. No. 6,677,932 (Westerman), and/or U.S. Patent Publication 2002/0015024A1, each of which is hereby incorporated by reference in its entirety. However, touch screen **112** displays visual output from device **100**, whereas touch-sensitive touchpads do not provide visual output.

A touch-sensitive display in some embodiments of touch screen **112** may be as described in the following applications: (1) U.S. patent application Ser. No. 11/381,313, "Multipoint Touch Surface Controller," filed May 2, 2006; (2) U.S. patent application Ser. No. 10/840,862, "Multipoint Touchscreen," filed May 6, 2004; (3) U.S. patent application Ser. No. 10/903,964, "Gestures For Touch Sensitive Input Devices," filed Jul. 30, 2004; (4) U.S. patent application Ser. No. 11/048,264, "Gestures For Touch Sensitive Input Devices," filed Jan. 31, 2005; (5) U.S. patent application Ser. No. 11/038,590, "Mode-Based Graphical User Interfaces For Touch Sensitive Input Devices," filed Jan. 18, 2005; (6) U.S. patent application Ser. No. 11/228,758, "Virtual Input Device Placement On A Touch Screen User Interface," filed Sep. 16, 2005; (7) U.S. patent application Ser. No. 11/228,700, "Operation Of A Computer With A Touch Screen Interface," filed Sep. 16, 2005; (8) U.S. patent application Ser. No. 11/228,737, "Activating Virtual Keys Of A Touch-Screen Virtual Keyboard," filed Sep. 16, 2005; and (9) U.S. patent application Ser. No. 11/367,749, "Multi-Functional Hand-Held Device," filed Mar. 3, 2006. All of these applications are incorporated by reference herein in their entirety.

Touch screen **112** may have a video resolution in excess of 100 dpi. In some embodiments, the touch screen has a video resolution of approximately 160 dpi. The user may make contact with touch screen **112** using any suitable object or appendage, such as a stylus, a finger, and so forth. In some embodiments, the user interface is designed to work primarily with finger-based contacts and gestures, which can be less precise than stylus-based input due to the larger area of contact of a finger on the touch screen. In some embodiments, the device translates the rough finger-based input into a precise pointer/cursor position or command for performing the actions desired by the user.

In some embodiments, in addition to the touch screen, device **100** may include a touchpad (not shown) for activating or deactivating particular functions. In some embodiments, the touchpad is a touch-sensitive area of the device that, unlike the touch screen, does not display visual output. The touchpad may be a touch-sensitive surface that is separate from touch screen **112** or an extension of the touch-sensitive surface formed by the touch screen.

Device **100** also includes power system **162** for powering the various components. Power system **162** may include a power management system, one or more power sources (e.g., battery, alternating current (AC)), a recharging system, a power failure detection circuit, a power converter or inverter, a power status indicator (e.g., a light-emitting diode (LED)) and any other components associated with the generation, management and distribution of power in portable devices.

Device **100** may also include one or more optical sensors **164**. FIG. **1A** shows an optical sensor coupled to optical sensor controller **158** in I/O subsystem **106**. Optical sensor **164** may include charge-coupled device (CCD) or complementary metal-oxide semiconductor (CMOS) phototransistors. Optical sensor **164** receives light from the environment, projected through one or more lenses, and converts the light to data representing an image. In conjunction with imaging module **143** (also called a camera module), optical sensor **164** may capture still images or video. In some embodiments, an optical sensor is located on the back of device **100**, opposite touch screen display **112** on the front of the device so that the touch screen display may be used as a viewfinder for still and/or video image acquisition. In some embodiments, an optical sensor is located on the front of the device so that the user's image may be obtained for video conferencing while the user views the other video conference participants on the touch screen display. In some embodiments, the position of optical sensor **164** can be changed by the user (e.g., by rotating the lens and the sensor in the device housing) so that a single optical sensor **164** may be used along with the touch screen display for both video conferencing and still and/or video image acquisition.

Device **100** optionally also includes one or more contact intensity sensors **165**. FIG. **1A** shows a contact intensity sensor coupled to intensity sensor controller **159** in I/O subsystem **106**. Contact intensity sensor **165** optionally includes one or more piezoresistive strain gauges, capacitive force sensors, electric force sensors, piezoelectric force sensors, optical force sensors, capacitive touch-sensitive surfaces, or other intensity sensors (e.g., sensors used to measure the force (or pressure) of a contact on a touch-sensitive surface). Contact intensity sensor **165** receives contact intensity information (e.g., pressure information or a proxy for pressure information) from the environment. In some embodiments, at least one contact intensity sensor is collocated with, or proximate to, a touch-sensitive surface (e.g., touch-sensitive display system **112**). In some embodi-

ments, at least one contact intensity sensor is located on the back of device **100**, opposite touch screen display **112**, which is located on the front of device **100**.

Device **100** may also include one or more proximity sensors **166**. FIG. **1**A shows proximity sensor **166** coupled to peripherals interface **118**. Alternately, proximity sensor **166** may be coupled to input controller **160** in I/O subsystem **106**. Proximity sensor **166** may perform as described in U.S. patent application Ser. No. 11/241,839, "Proximity Detector In Handheld Device"; Ser. No. 11/240,788, "Proximity Detector In Handheld Device"; Ser. No. 11/620,702, "Using Ambient Light Sensor To Augment Proximity Sensor Output"; Ser. No. 11/586,862, "Automated Response To And Sensing Of User Activity In Portable Devices"; and Ser. No. 11/638,251, "Methods And Systems For Automatic Configuration Of Peripherals," which are hereby incorporated by reference in their entirety. In some embodiments, the proximity sensor turns off and disables touch screen **112** when the multifunction device is placed near the user's ear (e.g., when the user is making a phone call).

Device **100** optionally also includes one or more tactile output generators **167**. FIG. **1**A shows a tactile output generator coupled to haptic feedback controller **161** in I/O subsystem **106**. Tactile output generator **167** optionally includes one or more electroacoustic devices such as speakers or other audio components and/or electromechanical devices that convert energy into linear motion such as a motor, solenoid, electroactive polymer, piezoelectric actuator, electrostatic actuator, or other tactile output generating component (e.g., a component that converts electrical signals into tactile outputs on the device). Contact intensity sensor **165** receives tactile feedback generation instructions from haptic feedback module **133** and generates tactile outputs on device **100** that are capable of being sensed by a user of device **100**. In some embodiments, at least one tactile output generator is collocated with, or proximate to, a touch-sensitive surface (e.g., touch-sensitive display system **112**) and, optionally, generates a tactile output by moving the touch-sensitive surface vertically (e.g., in/out of a surface of device **100**) or laterally (e.g., back and forth in the same plane as a surface of device **100**). In some embodiments, at least one tactile output generator sensor is located on the back of device **100**, opposite touch screen display **112**, which is located on the front of device **100**.

Device **100** may also include one or more accelerometers **168**. FIG. **1**A shows accelerometer **168** coupled to peripherals interface **118**. Alternately, accelerometer **168** may be coupled to an input controller **160** in I/O subsystem **106**. Accelerometer **168** may perform as described in U.S. Patent Publication No. 20050190059, "Acceleration-based Theft Detection System for Portable Electronic Devices," and U.S. Patent Publication No. 20060017692, "Methods And Apparatuses For Operating A Portable Device Based On An Accelerometer," both of which are incorporated by reference herein in their entirety. In some embodiments, information is displayed on the touch screen display in a portrait view or a landscape view based on an analysis of data received from the one or more accelerometers. Device **100** optionally includes, in addition to accelerometer(s) **168**, a magnetometer (not shown) and a GPS (or GLONASS or other global navigation system) receiver (not shown) for obtaining information concerning the location and orientation (e.g., portrait or landscape) of device **100**.

In some embodiments, the software components stored in memory **102** include operating system **126**, communication module (or set of instructions) **128**, contact/motion module (or set of instructions) **130**, graphics module (or set of instructions) **132**, text input module (or set of instructions) **134**, Global Positioning System (GPS) module (or set of instructions) **135**, and applications (or sets of instructions) **136**. Furthermore, in some embodiments, memory **102** (FIG. **1**A) or **370** (FIG. **3**) stores device/global internal state **157**, as shown in FIGS. **1**A and **3**. Device/global internal state **157** includes one or more of: active application state, indicating which applications, if any, are currently active; display state, indicating what applications, views or other information occupy various regions of touch screen display **112**; sensor state, including information obtained from the device's various sensors and input control devices **116**; and location information concerning the device's location and/or attitude.

Operating system **126** (e.g., Darwin, RTXC, LINUX, UNIX, OS X, iOS, WINDOWS, or an embedded operating system such as VxWorks) includes various software components and/or drivers for controlling and managing general system tasks (e.g., memory management, storage device control, power management, etc.) and facilitates communication between various hardware and software components.

Communication module **128** facilitates communication with other devices over one or more external ports **124** and also includes various software components for handling data received by RF circuitry **108** and/or external port **124**. External port **124** (e.g., Universal Serial Bus (USB), FIREWIRE, etc.) is adapted for coupling directly to other devices or indirectly over a network (e.g., the Internet, wireless LAN, etc.). In some embodiments, the external port is a multi-pin (e.g., 30-pin) connector that is the same as, or similar to and/or compatible with, the 30-pin connector used on iPod® (trademark of Apple Inc.) devices.

Contact/motion module **130** optionally detects contact with touch screen **112** (in conjunction with display controller **156**) and other touch-sensitive devices (e.g., a touchpad or physical click wheel). Contact/motion module **130** includes various software components for performing various operations related to detection of contact, such as determining if contact has occurred (e.g., detecting a finger-down event), determining an intensity of the contact (e.g., the force or pressure of the contact or a substitute for the force or pressure of the contact), determining if there is movement of the contact and tracking the movement across the touch-sensitive surface (e.g., detecting one or more finger-dragging events), and determining if the contact has ceased (e.g., detecting a finger-up event or a break in contact). Contact/motion module **130** receives contact data from the touch-sensitive surface. Determining movement of the point of contact, which is represented by a series of contact data, optionally includes determining speed (magnitude), velocity (magnitude and direction), and/or an acceleration (a change in magnitude and/or direction) of the point of contact. These operations are, optionally, applied to single contacts (e.g., one finger contacts) or to multiple simultaneous contacts (e.g., "multitouch"/multiple finger contacts). In some embodiments, contact/motion module **130** and display controller **156** detect contact on a touchpad.

In some embodiments, contact/motion module **130** uses a set of one or more intensity thresholds to determine whether an operation has been performed by a user (e.g., to determine whether a user has "clicked" on an icon). In some embodiments, at least a subset of the intensity thresholds are determined in accordance with software parameters (e.g., the intensity thresholds are not determined by the activation thresholds of particular physical actuators and can be adjusted without changing the physical hardware of device **100**). For example, a mouse "click" threshold of a trackpad or touch screen display can be set to any of a large range of

predefined threshold values without changing the trackpad or touch screen display hardware. Additionally, in some implementations, a user of the device is provided with software settings for adjusting one or more of the set of intensity thresholds (e.g., by adjusting individual intensity thresholds and/or by adjusting a plurality of intensity thresholds at once with a system-level click "intensity" parameter).

Contact/motion module **130** optionally detects a gesture input by a user. Different gestures on the touch-sensitive surface have different contact patterns (e.g., different motions, timings, and/or intensities of detected contacts). Thus, a gesture is, optionally, detected by detecting a particular contact pattern. For example, detecting a finger tap gesture includes detecting a finger-down event followed by detecting a finger-up (liftoff) event at the same position (or substantially the same position) as the finger-down event (e.g., at the position of an icon). As another example, detecting a finger swipe gesture on the touch-sensitive surface includes detecting a finger-down event followed by detecting one or more finger-dragging events, and subsequently followed by detecting a finger-up (liftoff) event.

Graphics module **132** includes various known software components for rendering and displaying graphics on touch screen **112** or other display, including components for changing the visual impact (e.g., brightness, transparency, saturation, contrast or other visual property) of graphics that are displayed. As used herein, the term "graphics" includes any object that can be displayed to a user, including without limitation text, web-pages, icons (such as user-interface objects including soft keys), digital images, videos, animations and the like.

In some embodiments, graphics module **132** stores data representing graphics to be used. Each graphic is, optionally, assigned a corresponding code. Graphics module **132** receives, from applications etc., one or more codes specifying graphics to be displayed along with, if necessary, coordinate data and other graphic property data, and then generates screen image data to output to display controller **156**.

Haptic feedback module **133** includes various software components for generating instructions used by tactile output generator(s) **167** to produce tactile outputs at one or more locations on device **100** in response to user interactions with device **100**.

Text input module **134**, which may be a component of graphics module **132**, provides soft keyboards for entering text in various applications (e.g., contacts **137**, e-mail **140**, IM **141**, browser **147**, and any other application that needs text input).

GPS module **135** determines the location of the device and provides this information for use in various applications (e.g., to telephone module **138** for use in location-based dialing; to camera module **143** as picture/video metadata; and to applications that provide location-based services such as weather widgets, local yellow page widgets, and map/navigation widgets).

Applications **136** may include the following modules (or sets of instructions), or a subset or superset thereof:

- Contacts module **137** (sometimes called an address book or contact list);
- Telephone module **138**;
- Video conferencing module **139**;
- E-mail client module **140**;
- Instant messaging (IM) module **141**;
- Workout support module **142**;
- Camera module **143** for still and/or video images;
- Image management module **144**;
- Video player module;
- Music player module;
- Browser module **147**;
- Calendar module **148**;
- Widget modules **149**, which may include one or more of: weather widget **149-1**, stocks widget **149-2**, calculator widget **149-3**, alarm clock widget **149-4**, dictionary widget **149-5**, and other widgets obtained by the user, as well as user-created widgets **149-6**;
- Widget creator module **150** for making user-created widgets **149-6**;
- Search module **151**;
- Video and music player module **152**, which merges video player module and music player module;
- Notes module **153**;
- Map module **154**; and/or
- Online video module **155**.

Examples of other applications **136** that may be stored in memory **102** include other word processing applications, other image editing applications, drawing applications, presentation applications, JAVA-enabled applications, encryption, digital rights management, voice recognition, and voice replication.

In conjunction with touch screen **112**, display controller **156**, contact/motion module **130**, graphics module **132**, and text input module **134**, contacts module **137** may be used to manage an address book or contact list (e.g., stored in application internal state **192** of contacts module **137** in memory **102** or memory **370**), including: adding name(s) to the address book; deleting name(s) from the address book; associating telephone number(s), e-mail address(es), physical address(es) or other information with a name; associating an image with a name; categorizing and sorting names; providing telephone numbers or e-mail addresses to initiate and/or facilitate communications by telephone **138**, video conference **139**, e-mail **140**, or IM **141**; and so forth.

In conjunction with RF circuitry **108**, audio circuitry **110**, speaker **111**, microphone **113**, touch screen **112**, display controller **156**, contact/motion module **130**, graphics module **132**, and text input module **134**, telephone module **138** may be used to enter a sequence of characters corresponding to a telephone number, access one or more telephone numbers in contacts module **137**, modify a telephone number that has been entered, dial a respective telephone number, conduct a conversation and disconnect or hang up when the conversation is completed. As noted above, the wireless communication may use any of a plurality of communications standards, protocols and technologies.

In conjunction with RF circuitry **108**, audio circuitry **110**, speaker **111**, microphone **113**, touch screen **112**, display controller **156**, optical sensor **164**, optical sensor controller **158**, contact/motion module **130**, graphics module **132**, text input module **134**, contacts module **137**, and telephone module **138**, video conference module **139** includes executable instructions to initiate, conduct, and terminate a video conference between a user and one or more other participants in accordance with user instructions.

In conjunction with RF circuitry **108**, touch screen **112**, display controller **156**, contact/motion module **130**, graphics module **132**, and text input module **134**, e-mail client module **140** includes executable instructions to create, send, receive, and manage e-mail in response to user instructions. In conjunction with image management module **144**, e-mail client module **140** makes it very easy to create and send e-mails with still or video images taken with camera module **143**.

In conjunction with RF circuitry **108**, touch screen **112**, display controller **156**, contact/motion module **130**, graphics module **132**, and text input module **134**, the instant messaging module **141** includes executable instructions to enter a sequence of characters corresponding to an instant message, to modify previously entered characters, to transmit a respective instant message (for example, using a Short Message Service (SMS) or Multimedia Message Service (MMS) protocol for telephony-based instant messages or using XMPP, SIMPLE, or IMPS for Internet-based instant messages), to receive instant messages and to view received instant messages. In some embodiments, transmitted and/or received instant messages may include graphics, photos, audio files, video files and/or other attachments as are supported in an MMS and/or an Enhanced Messaging Service (EMS). As used herein, "instant messaging" refers to both telephony-based messages (e.g., messages sent using SMS or MMS) and Internet-based messages (e.g., messages sent using XMPP, SIMPLE, or IMPS).

In conjunction with RF circuitry **108**, touch screen **112**, display controller **156**, contact/motion module **130**, graphics module **132**, text input module **134**, GPS module **135**, map module **154**, and music player module, workout support module **142** includes executable instructions to create workouts (e.g., with time, distance, and/or calorie burning goals); communicate with workout sensors (sports devices); receive workout sensor data; calibrate sensors used to monitor a workout; select and play music for a workout; and display, store and transmit workout data.

In conjunction with touch screen **112**, display controller **156**, optical sensor(s) **164**, optical sensor controller **158**, contact/motion module **130**, graphics module **132**, and image management module **144**, camera module **143** includes executable instructions to capture still images or video (including a video stream) and store them into memory **102**, modify characteristics of a still image or video, or delete a still image or video from memory **102**.

In conjunction with touch screen **112**, display controller **156**, contact/motion module **130**, graphics module **132**, text input module **134**, and camera module **143**, image management module **144** includes executable instructions to arrange, modify (e.g., edit), or otherwise manipulate, label, delete, present (e.g., in a digital slide show or album), and store still and/or video images.

In conjunction with RF circuitry **108**, touch screen **112**, display controller **156**, contact/motion module **130**, graphics module **132**, and text input module **134**, browser module **147** includes executable instructions to browse the Internet in accordance with user instructions, including searching, linking to, receiving, and displaying web-pages or portions thereof, as well as attachments and other files linked to web pages.

In conjunction with RF circuitry **108**, touch screen **112**, display controller **156**, contact/motion module **130**, graphics module **132**, text input module **134**, e-mail client module **140**, and browser module **147**, calendar module **148** includes executable instructions to create, display, modify, and store calendars and data associated with calendars (e.g., calendar entries, to-do lists, etc.) in accordance with user instructions.

In conjunction with RF circuitry **108**, touch screen **112**, display controller **156**, contact/motion module **130**, graphics module **132**, text input module **134**, and browser module **147**, widget modules **149** are mini-applications that may be downloaded and used by a user (e.g., weather widget **149-1**, stocks widget **149-2**, calculator widget **149-3**, alarm clock widget **149-4**, and dictionary widget **149-5**) or created by the user (e.g., user-created widget **149-6**). In some embodiments, a widget includes an HTML (Hypertext Markup Language) file, a CSS (Cascading Style Sheets) file, and a JavaScript file. In some embodiments, a widget includes an XML (Extensible Markup Language) file and a JavaScript file (e.g., Yahoo! Widgets).

In conjunction with RF circuitry **108**, touch screen **112**, display controller **156**, contact/motion module **130**, graphics module **132**, text input module **134**, and browser module **147**, the widget creator module **150** may be used by a user to create widgets (e.g., turning a user-specified portion of a web page into a widget).

In conjunction with touch screen **112**, display controller **156**, contact/motion module **130**, graphics module **132**, and text input module **134**, search module **151** includes executable instructions to search for text, music, sound, image, video, and/or other files in memory **102** that match one or more search criteria (e.g., one or more user-specified search terms) in accordance with user instructions.

In conjunction with touch screen **112**, display controller **156**, contact/motion module **130**, graphics module **132**, audio circuitry **110**, speaker **111**, RF circuitry **108**, and browser module **147**, video and music player module **152** includes executable instructions that allow the user to download and play back recorded music and other sound files stored in one or more file formats, such as MP3 or AAC files, and executable instructions to display, present, or otherwise play back videos (e.g., on touch screen **112** or on an external, connected display via external port **124**). In some embodiments, device **100** optionally includes the functionality of an MP3 player, such as an iPod (trademark of Apple Inc.).

In conjunction with touch screen **112**, display controller **156**, contact/motion module **130**, graphics module **132**, and text input module **134**, notes module **153** includes executable instructions to create and manage notes, to-do lists, and the like in accordance with user instructions.

In conjunction with RF circuitry **108**, touch screen **112**, display controller **156**, contact/motion module **130**, graphics module **132**, text input module **134**, GPS module **135**, and browser module **147**, map module **154** may be used to receive, display, modify, and store maps and data associated with maps (e.g., driving directions, data on stores and other points of interest at or near a particular location, and other location-based data) in accordance with user instructions.

In conjunction with touch screen **112**, display controller **156**, contact/motion module **130**, graphics module **132**, audio circuitry **110**, speaker **111**, RF circuitry **108**, text input module **134**, e-mail client module **140**, and browser module **147**, online video module **155** includes instructions that allow the user to access, browse, receive (e.g., by streaming and/or download), play back (e.g., on the touch screen or on an external, connected display via external port **124**), send an e-mail with a link to a particular online video, and otherwise manage online videos in one or more file formats, such as H.264. In some embodiments, instant messaging module **141**, rather than e-mail client module **140**, is used to send a link to a particular online video. Additional description of the online video application can be found in U.S. Provisional Patent Application No. 60/936,562, "Portable Multifunction Device, Method, and Graphical User Interface for Playing Online Videos," filed Jun. 20, 2007, and U.S. patent application Ser. No. 11/968,067, "Portable Multifunction Device, Method, and Graphical User Interface for Playing Online Videos," filed Dec. 31, 2007, the contents of which are hereby incorporated by reference in their entirety.

Each of the above-identified modules and applications corresponds to a set of executable instructions for performing one or more functions described above and the methods

described in this application (e.g., the computer-implemented methods and other information processing methods described herein). These modules (e.g., sets of instructions) need not be implemented as separate software programs, procedures, or modules, and thus various subsets of these modules may be combined or otherwise rearranged in various embodiments. For example, video player module may be combined with music player module into a single module (e.g., video and music player module **152**, FIG. **1**A). In some embodiments, memory **102** may store a subset of the modules and data structures identified above. Furthermore, memory **102** may store additional modules and data structures not described above.

In some embodiments, device **100** is a device where operation of a predefined set of functions on the device is performed exclusively through a touch screen and/or a touchpad. By using a touch screen and/or a touchpad as the primary input control device for operation of device **100**, the number of physical input control devices (such as push buttons, dials, and the like) on device **100** may be reduced.

The predefined set of functions that are performed exclusively through a touch screen and/or a touchpad optionally include navigation between user interfaces. In some embodiments, the touchpad, when touched by the user, navigates device **100** to a main, home, or root menu from any user interface that is displayed on device **100**. In such embodiments, a "menu button" is implemented using a touchpad. In some other embodiments, the menu button is a physical push button or other physical input control device instead of a touchpad.

FIG. **1**B is a block diagram illustrating exemplary components for event handling in accordance with some embodiments. In some embodiments, memory **102** (in FIG. **1**A) or **370** (FIG. **3**) includes event sorter **170** (e.g., in operating system **126**) and a respective application **136-1** (e.g., any of the aforementioned applications **137-151**, **155**, **380-390**).

Event sorter **170** receives event information and determines the application **136-1** and application view **191** of application **136-1** to which to deliver the event information. Event sorter **170** includes event monitor **171** and event dispatcher module **174**. In some embodiments, application **136-1** includes application internal state **192**, which indicates the current application view(s) displayed on touch-sensitive display **112** when the application is active or executing. In some embodiments, device/global internal state **157** is used by event sorter **170** to determine which application(s) is(are) currently active, and application internal state **192** is used by event sorter **170** to determine application views **191** to which to deliver event information.

In some embodiments, application internal state **192** includes additional information, such as one or more of: resume information to be used when application **136-1** resumes execution, user interface state information that indicates information being displayed or that is ready for display by application **136-1**, a state queue for enabling the user to go back to a prior state or view of application **136-1**, and a redo/undo queue of previous actions taken by the user.

Event monitor **171** receives event information from peripherals interface **118**. Event information includes information about a sub-event (e.g., a user touch on touch-sensitive display **112**, as part of a multi-touch gesture). Peripherals interface **118** transmits information it receives from I/O subsystem **106** or a sensor, such as proximity sensor **166**, accelerometer(s) **168**, and/or microphone **113** (through audio circuitry **110**). Information that peripherals interface **118** receives from I/O subsystem **106** includes information from touch-sensitive display **112** or a touch-sensitive surface.

In some embodiments, event monitor **171** sends requests to the peripherals interface **118** at predetermined intervals. In response, peripherals interface **118** transmits event information. In other embodiments, peripherals interface **118** transmits event information only when there is a significant event (e.g., receiving an input above a predetermined noise threshold and/or for more than a predetermined duration). In some embodiments, event sorter **170** also includes a hit view determination module **172** and/or an active event recognizer determination module **173**.

Hit view determination module **172** provides software procedures for determining where a sub-event has taken place within one or more views when touch-sensitive display **112** displays more than one view. Views are made up of controls and other elements that a user can see on the display.

Another aspect of the user interface associated with an application is a set of views, sometimes herein called application views or user interface windows, in which information is displayed and touch-based gestures occur. The application views (of a respective application) in which a touch is detected may correspond to programmatic levels within a programmatic or view hierarchy of the application. For example, the lowest level view in which a touch is detected may be called the hit view, and the set of events that are recognized as proper inputs may be determined based, at least in part, on the hit view of the initial touch that begins a touch-based gesture.

Hit view determination module **172** receives information related to sub-events of a touch-based gesture. When an application has multiple views organized in a hierarchy, hit view determination module **172** identifies a hit view as the lowest view in the hierarchy which should handle the sub-event. In most circumstances, the hit view is the lowest level view in which an initiating sub-event occurs (e.g., the first sub-event in the sequence of sub-events that form an event or potential event). Once the hit view is identified by the hit view determination module, the hit view typically receives all sub-events related to the same touch or input source for which it was identified as the hit view.

Active event recognizer determination module **173** determines which view or views within a view hierarchy should receive a particular sequence of sub-events. In some embodiments, active event recognizer determination module **173** determines that only the hit view should receive a particular sequence of sub-events. In other embodiments, active event recognizer determination module **173** determines that all views that include the physical location of a sub-event are actively involved views, and therefore determines that all actively involved views should receive a particular sequence of sub-events. In other embodiments, even if touch sub-events were entirely confined to the area associated with one particular view, views higher in the hierarchy would still remain as actively involved views.

Event dispatcher module **174** dispatches the event information to an event recognizer (e.g., event recognizer **180**). In embodiments including active event recognizer determination module **173**, event dispatcher module **174** delivers the event information to an event recognizer determined by active event recognizer determination module **173**. In some embodiments, event dispatcher module **174** stores in an event queue the event information, which is retrieved by a respective event receiver **182**.

In some embodiments, operating system **126** includes event sorter **170**. Alternatively, application **136-1** includes event sorter **170**. In yet other embodiments, event sorter **170** is a stand-alone module, or a part of another module stored in memory **102**, such as contact/motion module **130**.

In some embodiments, application **136-1** includes a plurality of event handlers **190** and one or more application views **191**, each of which includes instructions for handling touch events that occur within a respective view of the application's user interface. Each application view **191** of the application **136-1** includes one or more event recognizers **180**. Typically, a respective application view **191** includes a plurality of event recognizers **180**. In other embodiments, one or more of event recognizers **180** are part of a separate module, such as a user interface kit (not shown) or a higher level object from which application **136-1** inherits methods and other properties. In some embodiments, a respective event handler **190** includes one or more of: data updater **176**, object updater **177**, GUI updater **178**, and/or event data **179** received from event sorter **170**. Event handler **190** may utilize or call data updater **176**, object updater **177**, or GUI updater **178** to update the application internal state **192**. Alternatively, one or more of the application views **191** include one or more respective event handlers **190**. Also, in some embodiments, one or more of data updater **176**, object updater **177**, and GUI updater **178** are included in a respective application view **191**.

A respective event recognizer **180** receives event information (e.g., event data **179**) from event sorter **170** and identifies an event from the event information. Event recognizer **180** includes event receiver **182** and event comparator **184**. In some embodiments, event recognizer **180** also includes at least a subset of: metadata **183**, and event delivery instructions **188** (which may include sub-event delivery instructions).

Event receiver **182** receives event information from event sorter **170**. The event information includes information about a sub-event, for example, a touch or a touch movement. Depending on the sub-event, the event information also includes additional information, such as location of the sub-event. When the sub-event concerns motion of a touch, the event information may also include speed and direction of the sub-event. In some embodiments, events include rotation of the device from one orientation to another (e.g., from a portrait orientation to a landscape orientation, or vice versa), and the event information includes corresponding information about the current orientation (also called device attitude) of the device.

Event comparator **184** compares the event information to predefined event or sub-event definitions and, based on the comparison, determines an event or sub-event, or determines or updates the state of an event or sub-event. In some embodiments, event comparator **184** includes event definitions **186**. Event definitions **186** contain definitions of events (e.g., predefined sequences of sub-events), for example, event **1** (**187-1**), event **2** (**187-2**), and others. In some embodiments, sub-events in an event (e.g., **187-1**) include, for example, touch begin, touch end, touch movement, touch cancellation, and multiple touching. In one example, the definition for event **1** (**187-1**) is a double tap on a displayed object. The double tap, for example, comprises a first touch (touch begin) on the displayed object for a predetermined phase, a first liftoff (touch end) for a predetermined phase, a second touch (touch begin) on the displayed object for a predetermined phase, and a second liftoff (touch end) for a predetermined phase. In another example, the definition for event **2** (**187-2**) is a dragging on a displayed object. The dragging, for example, comprises a touch (or contact) on the displayed object for a predetermined phase, a movement of the touch across touch-sensitive display **112**, and liftoff of the touch (touch end). In some embodiments, the event also includes information for one or more associated event handlers **190**.

In some embodiments, event definition **186** includes a definition of an event for a respective user-interface object. In some embodiments, event comparator **184** performs a hit test to determine which user-interface object is associated with a sub-event. For example, in an application view in which three user-interface objects are displayed on touch-sensitive display **112**, when a touch is detected on touch-sensitive display **112**, event comparator **184** performs a hit test to determine which of the three user-interface objects is associated with the touch (sub-event). If each displayed object is associated with a respective event handler **190**, the event comparator uses the result of the hit test to determine which event handler **190** should be activated. For example, event comparator **184** selects an event handler associated with the sub-event and the object triggering the hit test.

In some embodiments, the definition for a respective event (**186**) also includes delayed actions that delay delivery of the event information until after it has been determined whether the sequence of sub-events does or does not correspond to the event recognizer's event type.

When a respective event recognizer **180** determines that the series of sub-events do not match any of the events in event definitions **186**, the respective event recognizer **180** enters an event impossible, event failed, or event ended state, after which it disregards subsequent sub-events of the touch-based gesture. In this situation, other event recognizers, if any, that remain active for the hit view continue to track and process sub-events of an ongoing touch-based gesture.

In some embodiments, a respective event recognizer **180** includes metadata **183** with configurable properties, flags, and/or lists that indicate how the event delivery system should perform sub-event delivery to actively involved event recognizers. In some embodiments, metadata **183** includes configurable properties, flags, and/or lists that indicate how event recognizers may interact, or are enabled to interact, with one another. In some embodiments, metadata **183** includes configurable properties, flags, and/or lists that indicate whether sub-events are delivered to varying levels in the view or programmatic hierarchy.

In some embodiments, a respective event recognizer **180** activates event handler **190** associated with an event when one or more particular sub-events of an event are recognized. In some embodiments, a respective event recognizer **180** delivers event information associated with the event to event handler **190**. Activating an event handler **190** is distinct from sending (and deferred sending) sub-events to a respective hit view. In some embodiments, event recognizer **180** throws a flag associated with the recognized event, and event handler **190** associated with the flag catches the flag and performs a predefined process.

In some embodiments, event delivery instructions **188** include sub-event delivery instructions that deliver event information about a sub-event without activating an event handler. Instead, the sub-event delivery instructions deliver event information to event handlers associated with the series of sub-events or to actively involved views. Event handlers associated with the series of sub-events or with actively involved views receive the event information and perform a predetermined process.

In some embodiments, data updater **176** creates and updates data used in application **136-1**. For example, data updater **176** updates the telephone number used in contacts module **137**, or stores a video file used in video player module. In some embodiments, object updater **177** creates and updates objects used in application **136-1**. For example, object updater **177** creates a new user-interface object or updates the position of a user-interface object. GUI updater **178** updates the GUI. For example, GUI updater **178** prepares display information and sends it to graphics module **132** for display on a touch-sensitive display.

In some embodiments, event handler(s) **190** includes or has access to data updater **176**, object updater **177**, and GUI updater **178**. In some embodiments, data updater **176**, object updater **177**, and GUI updater **178** are included in a single module of a respective application **136-1** or application view **191**. In other embodiments, they are included in two or more software modules.

It shall be understood that the foregoing discussion regarding event handling of user touches on touch-sensitive displays also applies to other forms of user inputs to operate multifunction devices **100** with input devices, not all of which are initiated on touch screens. For example, mouse movement and mouse button presses, optionally coordinated with single or multiple keyboard presses or holds; contact movements such as taps, drags, scrolls, etc. on touchpads; pen stylus inputs; movement of the device; oral instructions; detected eye movements; biometric inputs; and/or any combination thereof, are optionally utilized as inputs corresponding to sub-events which define an event to be recognized.

FIG. **2** illustrates a portable multifunction device **100** having a touch screen **112** in accordance with some embodiments. The touch screen optionally displays one or more graphics within user interface (UI) **200**. In this embodiment, as well as others described below, a user is enabled to select one or more of the graphics by making a gesture on the graphics, for example, with one or more fingers **202** (not drawn to scale in the figure) or one or more styluses **203** (not drawn to scale in the figure). In some embodiments, selection of one or more graphics occurs when the user breaks contact with the one or more graphics. In some embodiments, the gesture optionally includes one or more taps, one or more swipes (from left to right, right to left, upward and/or downward), and/or a rolling of a finger (from right to left, left to right, upward and/or downward) that has made contact with device **100**. In some implementations or circumstances, inadvertent contact with a graphic does not select the graphic. For example, a swipe gesture that sweeps over an application icon optionally does not select the corresponding application when the gesture corresponding to selection is a tap.

Device **100** may also include one or more physical buttons, such as "home" or menu button **204**. As described previously, menu button **204** may be used to navigate to any application **136** in a set of applications that may be executed on device **100**. Alternatively, in some embodiments, the menu button is implemented as a soft key in a GUI displayed on touch screen **112**.

In one embodiment, device **100** includes touch screen **112**, menu button **204**, push button **206** for powering the device on/off and locking the device, volume adjustment button(s) **208**, subscriber identity module (SIM) card slot **210**, headset jack **212**, and docking/charging external port **124**. Push button **206** is optionally used to turn the power on/off on the device by depressing the button and holding the button in the depressed state for a predefined time interval; to lock the device by depressing the button and releasing the button before the predefined time interval has elapsed; and/or to unlock the device or initiate an unlock process. In an alternative embodiment, device **100** also accepts verbal input for activation or deactivation of some functions through microphone **113**. Device **100** also, optionally, includes one or more contact intensity sensors **165** for detecting intensity of contacts on touch screen **112** and/or one or more tactile output generators **167** for generating tactile outputs for a user of device **100**.

FIG. **3** is a block diagram of an exemplary multifunction device with a display and a touch-sensitive surface in accordance with some embodiments. Device **300** need not be portable. In some embodiments, device **300** is a laptop computer, a desktop computer, a tablet computer, a multimedia player device, a navigation device, an educational device (such as a child's learning toy), a gaming system, or a control device (e.g., a home or industrial controller). Device **300** typically includes one or more processing units (CPUs) **310**, one or more network or other communications interfaces **360**, memory **370**, and one or more communication buses **320** for interconnecting these components. Communication buses **320** optionally include circuitry (sometimes called a chipset) that interconnects and controls communications between system components. Device **300** includes input/output (I/O) interface **330** comprising display **340**, which is typically a touch screen display. I/O interface **330** also optionally includes a keyboard and/or mouse (or other pointing device) **350** and touchpad **355**, tactile output generator **357** for generating tactile outputs on device **300** (e.g., similar to tactile output generator(s) **167** described above with reference to FIG. **1**A), sensors **359** (e.g., optical, acceleration, proximity, touch-sensitive, and/or contact intensity sensors similar to contact intensity sensor(s) **165** described above with reference to FIG. **1**A). Memory **370** includes high-speed random access memory, such as DRAM, SRAM, DDR RAM, or other random access solid state memory devices; and optionally includes non-volatile memory, such as one or more magnetic disk storage devices, optical disk storage devices, flash memory devices, or other non-volatile solid state storage devices. Memory **370** optionally includes one or more storage devices remotely located from CPU(s) **310**. In some embodiments, memory **370** stores programs, modules, and data structures analogous to the programs, modules, and data structures stored in memory **102** of portable multifunction device **100** (FIG. **1**A), or a subset thereof. Furthermore, memory **370** optionally stores additional programs, modules, and data structures not present in memory **102** of portable multifunction device **100**. For example, memory **370** of device **300** optionally stores drawing module **380**, presentation module **382**, word processing module **384**, website creation module **386**, disk authoring module **388**, and/or spreadsheet module **390**, while memory **102** of portable multifunction device **100** (FIG. **1**A) optionally does not store these modules.

Each of the above-identified elements in FIG. **3** may be stored in one or more of the previously mentioned memory devices. Each of the above identified modules corresponds to a set of instructions for performing a function described above. The above identified modules or programs (e.g., sets of instructions) need not be implemented as separate software programs, procedures or modules, and thus various subsets of these modules may be combined or otherwise rearranged in various embodiments. In some embodiments, memory **370** may store a subset of the modules and data

structures identified above. Furthermore, memory **370** may store additional modules and data structures not described above.

Attention is now directed towards embodiments of user interfaces that may be implemented on, for example, portable multifunction device **100**.

FIG. **4**A illustrates an exemplary user interface for a menu of applications on portable multifunction device **100** in accordance with some embodiments. Similar user interfaces may be implemented on device **300**. In some embodiments, user interface **400** includes the following elements, or a subset or superset thereof:

- Signal strength indicator(s) **402** for wireless communication(s), such as cellular and Wi-Fi signals;
- Time **404**;
- Bluetooth indicator **405**;
- Battery status indicator **406**;
- Tray **408** with icons for frequently used applications, such as:
  - Icon **416** for telephone module **138**, labeled "Phone," which optionally includes an indicator **414** of the number of missed calls or voicemail messages;
  - Icon **418** for e-mail client module **140**, labeled "Mail," which optionally includes an indicator **410** of the number of unread e-mails;
  - Icon **420** for browser module **147**, labeled "Browser;" and
  - Icon **422** for video and music player module **152**, also referred to as iPod (trademark of Apple Inc.) module **152**, labeled "iPod;" and
- Icons for other applications, such as:
  - Icon **424** for IM module **141**, labeled "Messages;"
  - Icon **426** for calendar module **148**, labeled "Calendar;"
  - Icon **428** for image management module **144**, labeled "Photos;"
  - Icon **430** for camera module **143**, labeled "Camera;"
  - Icon **432** for online video module **155**, labeled "Online Video;"
  - Icon **434** for stocks widget **149-2**, labeled "Stocks;"
  - Icon **436** for map module **154**, labeled "Maps;"
  - Icon **438** for weather widget **149-1**, labeled "Weather;"
  - Icon **440** for alarm clock widget **149-4**, labeled "Clock;"
  - Icon **442** for workout support module **142**, labeled "Workout Support;"
  - Icon **444** for notes module **153**, labeled "Notes;" and
  - Icon **446** for a settings application or module, labeled "Settings," which provides access to settings for device **100** and its various applications **136**.

It should be noted that the icon labels illustrated in FIG. **4**A are merely exemplary. For example, icon **422** for video and music player module **152** may optionally be labeled "Music" or "Music Player." Other labels are, optionally, used for various application icons. In some embodiments, a label for a respective application icon includes a name of an application corresponding to the respective application icon. In some embodiments, a label for a particular application icon is distinct from a name of an application corresponding to the particular application icon.

FIG. **4**B illustrates an exemplary user interface on a device (e.g., device **300**, FIG. **3**) with a touch-sensitive surface **451** (e.g., a tablet or touchpad **355**, FIG. **3**) that is separate from the display **450** (e.g., touch screen display **112**). Device **300** also, optionally, includes one or more contact intensity sensors (e.g., one or more of sensors **357**) for detecting intensity of contacts on touch-sensitive surface **451** and/or one or more tactile output generators **359** for generating tactile outputs for a user of device **300**.

Although some of the examples which follow will be given with reference to inputs on touch screen display **112** (where the touch-sensitive surface and the display are combined), in some embodiments, the device detects inputs on a touch-sensitive surface that is separate from the display, as shown in FIG. **4**B. In some embodiments, the touch-sensitive surface (e.g., **451** in FIG. **4**B) has a primary axis (e.g., **452** in FIG. **4**B) that corresponds to a primary axis (e.g., **453** in FIG. **4**B) on the display (e.g., **450**). In accordance with these embodiments, the device detects contacts (e.g., **460** and **462** in FIG. **4**B) with the touch-sensitive surface **451** at locations that correspond to respective locations on the display (e.g., in FIG. **4**B, **460** corresponds to **468** and **462** corresponds to **470**). In this way, user inputs (e.g., contacts **460** and **462**, and movements thereof) detected by the device on the touch-sensitive surface (e.g., **451** in FIG. **4**B) are used by the device to manipulate the user interface on the display (e.g., **450** in FIG. **4**B) of the multifunction device when the touch-sensitive surface is separate from the display. It should be understood that similar methods are, optionally, used for other user interfaces described herein.

Additionally, while the following examples are given primarily with reference to finger inputs (e.g., finger contacts, finger tap gestures, finger swipe gestures), it should be understood that, in some embodiments, one or more of the finger inputs are replaced with input from another input device (e.g., a mouse-based input or stylus input). For example, a swipe gesture is, optionally, replaced with a mouse click (e.g., instead of a contact) followed by movement of the cursor along the path of the swipe (e.g., instead of movement of the contact). As another example, a tap gesture is, optionally, replaced with a mouse click while the cursor is located over the location of the tap gesture (e.g., instead of detection of the contact followed by ceasing to detect the contact). Similarly, when multiple user inputs are simultaneously detected, it should be understood that multiple computer mice are, optionally, used simultaneously, or a mouse and finger contacts are, optionally, used simultaneously.

As used here, the term "affordance" refers to a user-interactive graphical user interface object that may be displayed on the display screen of devices **100** and/or **300** (FIGS. **1**A, **1**B, and **3**). For example, an image (e.g., icon), a button, and text (e.g., hyperlink) may each constitute an affordance.

As used herein, the term "focus selector" refers to an input element that indicates a current part of a user interface with which a user is interacting. In some implementations that include a cursor or other location marker, the cursor acts as a "focus selector" so that when an input (e.g., a press input) is detected on a touch-sensitive surface (e.g., touchpad **355** in FIG. **3** or touch-sensitive surface **451** in FIG. **4**B) while the cursor is over a particular user interface element (e.g., a button, window, slider or other user interface element), the particular user interface element is adjusted in accordance with the detected input. In some implementations that include a touch-screen display (e.g., touch-sensitive display system **112** in FIG. **1**A or touch screen **112** in FIG. **4**A) that enables direct interaction with user interface elements on the touch-screen display, a detected contact on the touch screen acts as a "focus selector" so that when an input (e.g., a press input by the contact) is detected on the touch screen display at a location of a particular user interface element (e.g., a button, window, slider, or other user interface element), the particular user interface element is adjusted in accordance

with the detected input. In some implementations, focus is moved from one region of a user interface to another region of the user interface without corresponding movement of a cursor or movement of a contact on a touch-screen display (e.g., by using a tab key or arrow keys to move focus from one button to another button); in these implementations, the focus selector moves in accordance with movement of focus between different regions of the user interface. Without regard to the specific form taken by the focus selector, the focus selector is generally the user interface element (or contact on a touch screen display) that is controlled by the user so as to communicate the user's intended interaction with the user interface (e.g., by indicating, to the device, the element of the user interface with which the user is intending to interact). For example, the location of a focus selector (e.g., a cursor, a contact, or a selection box) over a respective button while a press input is detected on the touch-sensitive surface (e.g., a touchpad or touch screen) will indicate that the user is intending to activate the respective button (as opposed to other user interface elements shown on a display of the device).

As used in the specification and claims, the term "characteristic intensity" of a contact refers to a characteristic of the contact based on one or more intensities of the contact. In some embodiments, the characteristic intensity is based on multiple intensity samples. The characteristic intensity is, optionally, based on a predefined number of intensity samples, or a set of intensity samples collected during a predetermined time period (e.g., 0.05, 0.1, 0.2, 0.5, 1, 2, 5, 10 seconds) relative to a predefined event (e.g., after detecting the contact, prior to detecting liftoff of the contact, before or after detecting a start of movement of the contact, prior to detecting an end of the contact, before or after detecting an increase in intensity of the contact, and/or before or after detecting a decrease in intensity of the contact). A characteristic intensity of a contact is, optionally based on one or more of: a maximum value of the intensities of the contact, a mean value of the intensities of the contact, an average value of the intensities of the contact, a top 10 percentile value of the intensities of the contact, a value at the half maximum of the intensities of the contact, a value at the 90 percent maximum of the intensities of the contact, or the like. In some embodiments, the duration of the contact is used in determining the characteristic intensity (e.g., when the characteristic intensity is an average of the intensity of the contact over time). In some embodiments, the characteristic intensity is compared to a set of one or more intensity thresholds to determine whether an operation has been performed by a user. For example, the set of one or more intensity thresholds may include a first intensity threshold and a second intensity threshold. In this example, a contact with a characteristic intensity that does not exceed the first threshold results in a first operation, a contact with a characteristic intensity that exceeds the first intensity threshold and does not exceed the second intensity threshold results in a second operation, and a contact with a characteristic intensity that exceeds the second threshold results in a third operation. In some embodiments, a comparison between the characteristic intensity and one or more thresholds is used to determine whether or not to perform one or more operations (e.g., whether to perform a respective operation or forgo performing the respective operation) rather than being used to determine whether to perform a first operation or a second operation.

In some embodiments, a portion of a gesture is identified for purposes of determining a characteristic intensity. For example, a touch-sensitive surface may receive a continuous swipe contact transitioning from a start location and reaching an end location, at which point the intensity of the contact increases. In this example, the characteristic intensity of the contact at the end location may be based on only a portion of the continuous swipe contact, and not the entire swipe contact (e.g., only the portion of the swipe contact at the end location). In some embodiments, a smoothing algorithm may be applied to the intensities of the swipe contact prior to determining the characteristic intensity of the contact. For example, the smoothing algorithm optionally includes one or more of: an unweighted sliding-average smoothing algorithm, a triangular smoothing algorithm, a median filter smoothing algorithm, and/or an exponential smoothing algorithm. In some circumstances, these smoothing algorithms eliminate narrow spikes or dips in the intensities of the swipe contact for purposes of determining a characteristic intensity.

The intensity of a contact on the touch-sensitive surface may be characterized relative to one or more intensity thresholds, such as a contact-detection intensity threshold, a light press intensity threshold, a deep press intensity threshold, and/or one or more other intensity thresholds. In some embodiments, the light press intensity threshold corresponds to an intensity at which the device will perform operations typically associated with clicking a button of a physical mouse or a trackpad. In some embodiments, the deep press intensity threshold corresponds to an intensity at which the device will perform operations that are different from operations typically associated with clicking a button of a physical mouse or a trackpad. In some embodiments, when a contact is detected with a characteristic intensity below the light press intensity threshold (e.g., and above a nominal contact-detection intensity threshold below which the contact is no longer detected), the device will move a focus selector in accordance with movement of the contact on the touch-sensitive surface without performing an operation associated with the light press intensity threshold or the deep press intensity threshold. Generally, unless otherwise stated, these intensity thresholds are consistent between different sets of user interface figures.

An increase of characteristic intensity of the contact from an intensity below the light press intensity threshold to an intensity between the light press intensity threshold and the deep press intensity threshold is sometimes referred to as a "light press" input. An increase of characteristic intensity of the contact from an intensity below the deep press intensity threshold to an intensity above the deep press intensity threshold is sometimes referred to as a "deep press" input. An increase of characteristic intensity of the contact from an intensity below the contact-detection intensity threshold to an intensity between the contact-detection intensity threshold and the light press intensity threshold is sometimes referred to as detecting the contact on the touch-surface. A decrease of characteristic intensity of the contact from an intensity above the contact-detection intensity threshold to an intensity below the contact-detection intensity threshold is sometimes referred to as detecting liftoff of the contact from the touch-surface. In some embodiments, the contact-detection intensity threshold is zero. In some embodiments, the contact-detection intensity threshold is greater than zero.

In some embodiments described herein, one or more operations are performed in response to detecting a gesture that includes a respective press input or in response to detecting the respective press input performed with a respective contact (or a plurality of contacts), where the respective press input is detected based at least in part on detecting an increase in intensity of the contact (or plurality of contacts)

above a press-input intensity threshold. In some embodiments, the respective operation is performed in response to detecting the increase in intensity of the respective contact above the press-input intensity threshold (e.g., a "down stroke" of the respective press input). In some embodiments, the press input includes an increase in intensity of the respective contact above the press-input intensity threshold and a subsequent decrease in intensity of the contact below the press-input intensity threshold, and the respective operation is performed in response to detecting the subsequent decrease in intensity of the respective contact below the press-input threshold (e.g., an "up stroke" of the respective press input).

In some embodiments, the device employs intensity hysteresis to avoid accidental inputs sometimes termed "jitter," where the device defines or selects a hysteresis intensity threshold with a predefined relationship to the press-input intensity threshold (e.g., the hysteresis intensity threshold is X intensity units lower than the press-input intensity threshold or the hysteresis intensity threshold is 75%, 90%, or some reasonable proportion of the press-input intensity threshold). Thus, in some embodiments, the press input includes an increase in intensity of the respective contact above the press-input intensity threshold and a subsequent decrease in intensity of the contact below the hysteresis intensity threshold that corresponds to the press-input intensity threshold, and the respective operation is performed in response to detecting the subsequent decrease in intensity of the respective contact below the hysteresis intensity threshold (e.g., an "up stroke" of the respective press input). Similarly, in some embodiments, the press input is detected only when the device detects an increase in intensity of the contact from an intensity at or below the hysteresis intensity threshold to an intensity at or above the press-input intensity threshold and, optionally, a subsequent decrease in intensity of the contact to an intensity at or below the hysteresis intensity, and the respective operation is performed in response to detecting the press input (e.g., the increase in intensity of the contact or the decrease in intensity of the contact, depending on the circumstances).

For ease of explanation, the descriptions of operations performed in response to a press input associated with a press-input intensity threshold or in response to a gesture including the press input are, optionally, triggered in response to detecting either: an increase in intensity of a contact above the press-input intensity threshold, an increase in intensity of a contact from an intensity below the hysteresis intensity threshold to an intensity above the press-input intensity threshold, a decrease in intensity of the contact below the press-input intensity threshold, and/or a decrease in intensity of the contact below the hysteresis intensity threshold corresponding to the press-input intensity threshold. Additionally, in examples where an operation is described as being performed in response to detecting a decrease in intensity of a contact below the press-input intensity threshold, the operation is, optionally, performed in response to detecting a decrease in intensity of the contact below a hysteresis intensity threshold corresponding to, and lower than, the press-input intensity threshold.

As used herein, the term "open application" or "executing application" refers to a software application with retained state information (e.g., as part of device/global internal state **157** and/or application internal state **192**). An open or executing application may be any one of the following types of applications:

- an active application, which is currently displayed on a display screen of the device that the application is being used on;
- a background application (or background processes) which is not currently displayed, but one or more processes for the application are being processed by one or more processors; and
- a suspended or hibernated application, which is not running, but has state information that is stored in memory (volatile and non-volatile, respectively) and that can be used to resume execution of the application.

As used herein, the term "closed application" refers to software applications without retained state information (e.g., state information for closed applications is not stored in a memory of the device). Accordingly, closing an application includes stopping and/or removing application processes for the application and removing state information for the application from the memory of the device. Generally, opening a second application while in a first application does not close the first application. When the second application is displayed and the first application ceases to be displayed, the first application becomes a background application.

Attention is now directed to embodiments of message user interfaces for capturing, sending, and viewing or playing media and location data.

FIG. **5**A depicts an exemplary message user interface that can be displayed by device **100**. The message user interface includes a message region **502** for displaying messages sent between participants in a message conversation, along with a message compose field **504** for composing a message. Messages exchanged by the participants can be displayed inside bounded message areas **506**. In some embodiments, a bounded message area is a contiguous region that is visually distinguished from a background of the application canvas.

In this embodiment, the message user interface includes two media affordances for capturing and sending media streams: an audio capture affordance **508** for capturing and sending an audio message, and a visual-media capture affordance **510** for capturing and sending an image or a video. In this embodiment, the visual-media capture affordance and the audio data capture affordance are displayed on either side of the message compose field. The message user interface also includes a virtual keyboard **512** for entering text in the message compose field **504**. In some embodiments, as shown in FIG. **5**B, in response to detecting a user input in the message compose field **504**, device **100** can replace display of the audio capture affordance **508** with display of a send button **514** for sending a message.

As will be described in more detail below, device **100** can capture and send a variety of media—such as audio, video, and images—from within the messaging application.

Device **100** can record and send an audio message from within the messaging application. For example, as depicted by FIGS. **6**A-**6**B, in response to detecting a contact on audio capture affordance **508**, device **100** can display a visually distinguished region **616** containing a plurality of affordances **618**, **620**, **622** and begin to record an audio message using a microphone of device **100**. The audio message may be a user speaking or singing, for example, or some other type of audio message that can be captured by device **100**.

In the embodiment depicted in FIG. **6**B, the visually distinguished region **616** contains a send affordance **618** for sending the captured audio message to a participant in the message conversation, a cancel affordance **620** for ceasing to record the audio message and forgoing sending the audio message to a participant, and a record affordance **622** for

recording an audio message. In some embodiments, the send affordance is displayed near the media affordance on the display.

In this embodiment, the visually distinguished region **616** is displayed on the same side of the display as the audio capture affordance **508**, and is vertically centered on the location corresponding to the audio capture affordance **508**. Thus, as a user makes contact with the audio capture affordance **508**, the visually distinguished region **616** appears around the location of the audio capture affordance, with the record affordance **622** replacing the audio capture affordance **508**.

As shown in FIG. **6**B, the exemplary visually distinguished region **616** is bounded by an edge **626** of the display and a semi-circle **624** that begins and ends at the edge **626** of the display and encloses the send affordance **618**, the cancel affordance **620**, and the record affordance **622** against the edge of the display. The visually distinguished region **616** may provide the user with a visual indication that device **100** has entered a media capture mode.

In some embodiments, device **100** can continue to record an audio message as long as the contact is maintained at the location on the display corresponding to the record affordance. As depicted in FIGS. **7**A-**7**B, in response to detecting a swipe gesture on the display to the send affordance **618**, device **100** can stop recording the audio message and immediately send the recorded audio message to a participant in the message conversation. The swipe gesture may correspond to a movement of the contact on the display to the send affordance **618** followed by a liftoff of the contact at the send affordance **618**. In some embodiments, the movement of the contact is detected after the send affordance is displayed.

In some embodiments, in conjunction with sending media (such as an audio message) to a participant in the message conversation, a representation of the media is displayed in the message region. For example, as shown in FIG. **7**B, in some embodiments, device **100** can display a representation of a sent audio message in a bounded message area **708** that is inserted into the message conversation. In this embodiment, the representation of the audio message includes an image of a waveform **702** representing the audio message, a playback affordance **704** for playing the audio message, and a time duration **706** of the audio message. In some embodiments, the waveform may be generated based on the recorded audio message and depict specific characteristics of the audio content of the message. In some embodiments, the waveform may instead be iconic. In some embodiments, the length of the waveform may correspond to the length of the audio recording.

In some embodiments, while recording an audio message device **100** can display a representation of the audio message in a message compose field. The representation may be a waveform as described above, and may dynamically change shape as the user records an audio message to indicate the changing audio content being recorded.

In some embodiments, in response to detecting a contact on the playback affordance **704**, device **100** can play the audio message. In some embodiments, the color of the playback affordance may change after the audio message has been played to provide a visual indication to the user that the audio message has been played. In some embodiments, a portion of the playback affordance may change in appearance as a corresponding portion of the audio message is played, providing a visual indication of the elapsed playing time.

In some embodiments, device **100** can display the waveform **702** representing the audio message in an initial color, and change the waveform color when the audio message is played to provide a visual indication to the user that the audio message has been played. In some embodiments, device **100** can change the color of a portion of the waveform **702** as a corresponding portion of the audio message is played, providing a visual representation of the elapsed playing time. The above-described audio message representations and color changes may be used to represent any audio message exchanged from within the messaging application, where it is represented in the message conversation, in the message compose field, or elsewhere.

In some embodiments, device **100** can stop recording the audio message in response to detecting the movement of the contact away from the audio capture affordance, either towards the send affordance or in another direction. In some embodiments, device **100** can send the recorded audio message in response to detecting a liftoff at the location corresponding to the send affordance **618** after the movement of the contact. The initial contact on the audio capture affordance and the subsequent movement of the contact to the send affordance may be performed by a user as a single, continuous contact on the display.

As depicted in FIGS. **7**C-**7**D, in some embodiments, if device **100** detects a swipe gesture on the display to the cancel affordance **618**, device **100** can cease to record the audio message, remove the visually distinguished region **616** from the display, re-display the audio capture affordance **508**, and forgo sending the audio message to a participant. In some embodiments, as discussed earlier with respect to the send affordance, the swipe gesture may correspond to a single, continuous movement of the contact starting from the initial contact on the audio capture affordance **508** across the display to the cancel affordance **620**, followed by a liftoff at the cancel affordance **620**.

In some embodiments, as depicted in FIG. **8**, in response to detecting a movement of the contact on the display away from the record affordance, device **100** can expand the visually distinguished region **616**. In some embodiments, the visually distinguished region expands in accordance with movement of the contact (e.g., the expansion of the visually distinguished region is proportional to the movement of the contact while the visually distinguished region is expanding). In some embodiments, the send affordance **618** and the cancel affordance **620** displayed inside the visually distinguished region **616** can move outwards in accordance with the expansion of the visually distinguished region **616**. Expanding the visually distinguished region may provide the user with an indication that device **100** has detected a movement away from the location of the record affordance, and may also provide the user with a larger area of the display for performing a swipe gesture, potentially making it easier for the user to control the trajectory or destination of the swipe gesture.

In some embodiments, as shown in FIG. **9**A, if device **100** detects that a liftoff of the contact from the display without detecting a previous movement of the contact to the send affordance or the cancel affordance, device **100** can stop recording the audio message, display a representation of the audio message in the message compose field **504**, and replace the audio capture affordance with a send button **906** for sending the recorded audio message to a participant in the message conversation.

As previously discussed with respect to FIG. **7**A, the representation of the recorded audio message displayed in the message compose field can include an image of a

waveform **702** representing the recorded audio message, a duration **706** of the recorded audio message, and a playback affordance **704** for playing the recorded audio message.

As shown in FIG. **9**B, in response to detecting a contact on the send button **906**, device **100** can send the recorded audio message to a participant in the message conversation and replace the send button **906** with the audio capture affordance **508**. As shown in FIG. **9**B, in some embodiments, after sending the audio message in response to a contact on the send button, device **100** can display a representation of the sent audio message in a bounded message area **908** that is inserted into the message conversation.

Thus, as described above with respect to FIGS. **5**A-**9**B, device **100** can display message user interfaces in a messaging application that enable a user to record and send an audio message from within the messaging application, without requiring the user to launch a separate application. Furthermore, in some embodiments, the user can record and send audio message using a single, continuous gesture on the display, comprising an initial contact on the audio capture affordance followed by a movement to the send affordance and a liftoff. This approach increases efficiency of the user interface and reduces the cognitive burden on the user.

Device **100** can also capture and send camera images from within the messaging application. As shown in FIGS. **10**A-**10**B, in response to detecting a contact on the visual-media capture affordance **510**, device **100** can display a camera user interface. The camera user interface includes a media preview **1010** from a camera sensor on device **100**, and a visually distinguished region **1002** containing an image affordance **1004** for capturing an image using the camera sensor and a record affordance **1006**. The visual-media capture affordance **510** is replaced with a cancel affordance **1008**. In some embodiments, the media preview replaces display of the message region.

In this embodiment, the visually distinguished region **1002** appears on the same side of the display as the visual-media capture affordance **510**, and is vertically centered on the location corresponding to the visual-media capture affordance **510**. Thus, as a user makes contact with the visual-media capture affordance **510**, the visually distinguished region **1002** appears around the location of the visual-media capture affordance, and the cancel affordance replaces the visual-media capture affordance.

As depicted in FIGS. **11**A-**11**B, in response to detecting a swipe gesture on the display to the image affordance **1004**, device **100** can capture an image shown in the preview and send the image as a message to a participant. The swipe gesture may correspond to a movement of the contact across the display to the image affordance **1004**, followed by a liftoff at the image affordance **1004**. In some embodiments, device **100** can capture the image in response to detecting the movement, and send the image in response to the liftoff.

As shown in FIG. **11**B, in some embodiments, after sending the image as a message, device **100** can cease to display the preview and re-display the message region, message compose field, and media affordances. Device **100** can display a thumbnail **1104** representing the captured image in a bounded message area **1106** that is inserted into the displayed message conversation.

FIGS. **11**C-**11**E depict another technique device **100** can use for quick capture and send of an image from within the messaging application. As depicted in FIGS. **11**A-**11**B, in response to detecting a contact on the visual media affordance, device **100** can expand the message compose field and display a camera preview in the message compose field. In response to detecting a liftoff of the contact from the visual media affordance, device **100** can capture an image. In some embodiments, the image may be displayed in the message compose field, and a user may enter text in the message compose field adjacent to the captured image. In some embodiments, the captured image may be sent as a message to a participant in response to detecting the liftoff from the visual-media affordance, or in response to detecting a contact on the send button. As depicted in FIG. **11**C, after sending the image, device **100** can display a thumbnail representing the image in a bounded message area that is inserted into the displayed message conversation.

Device **100** can also capture and send a video from within the messaging application. As previously described with respect to FIG. **10**A, in response to detecting a contact on the visual-media capture affordance **510**, device **100** can display a camera preview and a visually distinguished region with an image affordance for capturing an image, a record affordance for capturing a video, and a cancel affordance for cancelling the media capture.

As depicted in FIGS. **12**A-**12**B, in response to detecting a contact on the record affordance **1006**, device **100** can begin recording a video, replace the record affordance with a stop affordance **1212** for ceasing to record the video, and replace the image affordance **1004** with a send affordance **1210** for sending the video to a participant. In some embodiments, device **100** can begin recording the video in response to detecting a movement of the contact onto the record affordance **1006**, or in response to a touch or tap on the record affordance **1006**. In some embodiments, while device **100** is recording a video, device **100** can display an indication of the elapsed recording time **1208**.

As depicted in FIGS. **13**A-**13**C, in some embodiments, if device **100** detects that the contact has been lifted off of the display while device **100** is recording a video without detecting a contact on the send affordance **1410**, device **100** can continue to record the video and replace display of the record affordance **1006** with display of a stop affordance **1212**. While device **100** is recording the video, in response to detecting a contact on the stop affordance **1212**, device **100** can stop recording the video and replace the stop affordance **1212** with a playback affordance **1314** for viewing the recorded video data before sending to a recipient.

In response to detecting a contact on the send affordance **1210**, device **100** can stop recording the video (if recording has not already been stopped) and send the recorded video to a participant in the message conversation. In some embodiments, as shown in FIG. **14**, device **100** can insert a thumbnail **1402** of the video into the message conversation between the participants, and remove display of visually distinguished region, including the record affordance and the send affordance. In some embodiments, inserting the thumbnail includes displaying the thumbnail **1402** and a playback affordance **1414** in a bounded message area **1406** in the message region. In some embodiments, in response to detecting a contact on the playback affordance **1414** in the bounded message area **1406**, device **100** can play the video within the boundaries of the bounded message area **1406**. In some embodiments, in response to detecting a contact on the playback affordance **1414**, device **100** can play the video in a full-screen mode.

Returning to FIG. **12**A, in some embodiments, device **100** can stop recording the video in response to detecting a liftoff from the record affordance **1006** while device **100** is recording the video. In some embodiments, after detecting the liftoff from the record affordance **1006** and stopping the recording of the video, device **100** can replace display of the record affordance **1006** with display of a playback affor-

dance **1314** for viewing the video before it is sent to the recipient, as depicted in FIG. **13**C.

Thus, in some embodiments, while the visually distinguished region is displayed, a swipe upwards to the image affordance captures and sends an image, while a swipe over to the record affordance followed by a swipe upwards towards the send affordance captures and sends a video.

In some embodiments, the visual-media capture affordance **510** depicted in FIG. **10**A can be used for selecting one or more existing images or videos to add to the message conversation. These images may have been captured using an application other than the messaging application; for example, such images or videos may have been captured using a camera application executing on device **100** or executing on a remote device, or may have been captured by another user using a different application either on device **100** or on a remote device. Such existing images or videos may be stored in the memory of device **100** or accessed from a remote storage location.

FIG. **15**A displays an exemplary media selector interface that device **100** can display in response to detecting a request to add media to a conversation, such as a contact on the visual-media capture affordance **510**. The media selector interface can enable a user to select one or more existing images, videos, or audio files to add to the message conversation. In some embodiments, the media selector interface is displayed below the message region while a message conversation is displayed. The media selector interface includes a filmstrip **1502** with several thumbnails **1504** representing existing images or videos. In some embodiments, the thumbnails **1504** represent the most recently captured or accessed images, videos, or audio files. In some embodiments, in response to detecting a swipe gesture on a location associated with a filmstrip **1502**, device **100** can scroll the filmstrip in accordance with the swipe gesture.

In some embodiments, in response to detecting a contact on a particular thumbnail **1504**, device **100** can send the image, video, or audio file associated with the thumbnail to a participant in the message conversation and insert a representation **1506** of the image, video, or audio file into the conversation, as depicted in the example of FIG. **15**B.

In some embodiments, in response to detecting a contact on a particular thumbnail **1504** in the filmstrip **1502**, device **100** can display an image or video represented by the thumbnail. In some embodiments, the image or video can be displayed in a larger version of the image represented by the thumbnail, such as in a full-screen view.

In some embodiments, one thumbnail in a filmstrip **1502** can represent a camera preview. In response to detecting a selection of the thumbnail representing the preview, device **100** can capture a new image using a camera on device **100** and send the new image to a participant in the conversation.

FIGS. **16**A-**16**B depict another embodiment of a media selector interface for adding media to a conversation. In this embodiment, the filmstrip **1602** is displayed below the message compose field **1606**. In response to detecting a selection of a thumbnail **1604** in the filmstrip, device **100** can display a representation **1608** of the selected thumbnail in the message compose field **1606** and replace display of the audio capture affordance with display of a send button **1610** for sending the image to a participant in the message conversation. In response to detecting a contact on the send button **1610**, device **100** can send the image to the participant, and insert a representation of the sent image into the conversation, as previously shown and described with respect to FIG. **11**B.

In some embodiments, device **100** can detect selection of two or more thumbnails **1604** in a filmstrip followed by a selection of the send button **1610**. In response to detecting this sequence of selections, device **100** can send two or more images or videos corresponding to the selected thumbnails to a participant in the message conversation.

FIGS. **17**A-**17**C depict another embodiment of a media selector interface for adding media to a conversation. As depicted in FIG. **17**A, device **100** can display a filmstrip **1702** with thumbnails **1704** along with a photo library button **1706** for selecting an image or video from a library, a take photo button **1710** for capturing a new photo or video, and a cancel button **1708** for cancelling and exiting the display of the media selector interface. In some examples, the thumbnails **1704** in the filmstrip represent the most recently captured or accessed images or videos.

In response to detecting a selection of the photo library button **1706**, device **100** can display a list of photo libraries **1712**, **1714**. In response to detecting a selection of a photo library in the list, device **100** can display another filmstrip **1716** with thumbnails **1718** of images or videos from the selected photo library. In response to detecting a selection of a particular thumbnail **1718**, device **100** can display the image or video represented by the thumbnail or send the corresponding image or video to a participant in the conversation, as described above with respect to FIG. **15**A.

Turning to FIGS. **18**A-**18**C, as depicted in FIG. **18**B, in response to detecting a selection of the take photo button **1710** for taking a new photo or video, device **100** can display a user interface for capturing a new image or video. The user interface can include a live camera preview **1802** and a capture button **1804** for capturing the image. As depicted in FIG. **18**C, in response to detecting a selection of the capture button **1804**, device **100** can capture the image shown in the preview and display the captured image on the display with a retake button **1806** for retaking the image (e.g., for capturing another image) and a use button **1808** for sending the captured image to a participant. In response to detecting a contact on the use button **1808**, device **100** can immediately send the captured image to the participant and return to the display of the message conversation. In some embodiments, device **100** can insert a representation of the sent image into the conversation, as described earlier with respect to FIG. **11**B.

In some embodiments, the visual-media capture affordance can be used for both adding existing media to a conversation and for capturing new media to add to the conversation. Returning to FIG. **10**A, in some embodiments, in response to detecting a contact at a location on the display corresponding to the visual-media capture affordance **510**, device **100** can determine the duration of the contact. If the duration is greater than a threshold duration—for example, if the contact is a touch-and-hold on the visual-media capture affordance—device **100** can respond as described above with respect to FIGS. **10**A-**13**C, and display user interfaces for capturing and sending an image or video from within the messaging application. However, if the duration of the contact does not exceed the threshold duration—for example, if the contact is a short tap on the visual-media capture affordance **510**—then device **100** can display media selector interfaces for selecting one or more existing images or videos to add to the message conversation. The threshold duration may be in the range of 0.5 seconds to 10 seconds, for example.

The user interfaces depicted in FIGS. **5**A-**12**B depict media affordances and a message compose field displayed horizontally across a middle portion of the display on device

100, with each media affordance (the visual-media capture affordance and the audio capture affordance) displayed along an opposite edge of the display, on either side of the message compose field. Such locations may be appropriate when a virtual keyboard is displayed on the display for entering a message to the recipient, as depicted for example in FIGS. 5A-6B. However, the media affordances and message compose field need not be displayed in the locations or orientations shown in FIGS. 5A-12B. FIGS. 19A-19B depict exemplary alternative locations at which device 100 can display the audio capture affordance 508, visual-media capture affordance 510, and message compose field 504. Such alternative locations may be appropriate when a virtual keyboard is not displayed on the display, and may provide for a larger message region for displaying a message conversation.

As depicted in FIG. 19A, in some embodiments, device 100 can display audio capture affordance 508 at a corner of the display. As shown in FIG. 20, in response to detecting a contact on audio capture affordance in the corner, device 100 can display a visually distinguished region 2002 that is bounded by an arc 2004 that begins and ends at two different edges 2006, 2008 of the touch-sensitive display, rather than displaying a semi-circle that begins and ends at the same edge of the display as described earlier with respect to FIGS. 5A-12B. As previously described with respect to FIG. 8, in response to detecting a movement of the contact on the display away from the location of the audio capture affordance 508, device 100 can expand the visually distinguished region 2002. In some embodiments, the locations of the affordances displayed inside the visually distinguished region can move outwards in accordance with the expansion of the visually distinguished region.

In some embodiments, a hit region on the display can be assigned to a media affordance, such that a contact anywhere on the hit region can be interpreted by device 100 as a contact on the media affordance. In some embodiments, a hit region can be larger than the displayed media affordance. As depicted in FIGS. 19C-19D, in some embodiments, a hit region 1902 for a media affordance can be larger when a virtual keyboard is not displayed, such as in FIG. 19D, than when the virtual keyboard is displayed, such as in FIG. 19C. For example, when the virtual keyboard is displayed, the hit region for the media affordance may be slightly larger than the media affordance (e.g., 5, 10, 15, or 20% larger than the media affordance) and when the virtual keyboard is not displayed, the hit region for the media affordance may encompass up to half of the bottom quarter of the display. This approach may allow the user to more easily invoke detection of a contact on the media affordance when there is sufficient room on the display to allow for a larger hit region.

Device 100 can also play a received audio message. In some embodiments, as shown in FIGS. 21A-21B, in response to receiving an audio message from a first participant, device 100 can display a representation 2108 of the audio message in the message conversation. In this embodiment, the representation includes an image depicting a waveform 2102 representing the audio message, a playback affordance 2104 for playing the audio message, and a duration of the audio message 2106. In some embodiments, the representation can be displayed within a bounded message region. In response to detecting a contact on the playback affordance 2104, device 100 can play the audio message.

In some embodiments, after displaying the representation 2108 of the audio message, device 100 can play the audio message in response to detecting a raising of the device. Device 100 can detect that a user has raised device 100 by, for example, using one or more device motion or orientation sensors to detect movement of device 100 and/or using a proximity sensor or ambient light sensor to detect the proximity of device 100 to the user's ear. Returning to FIG. 21A, in some embodiments, device 100 may prompt the user to play the audio message in this manner by displaying an instruction 2110 instructing a user to raise device 100 to listen to the message.

As depicted in FIGS. 22A-22C, in some embodiments, device 100 can record a second audio message in response to detecting a raising of device 100. For example, if device 100 has played the received audio message (which may be indicated, as depicted in FIG. 22A, by displaying the waveform or playback affordance in a different color) and device 100 detects a raising of device 100, device 100 can begin recording the second audio message. If device 100 has played the received audio message in response to detecting a raising of the device (rather than, for example, in response to detecting a contact on the playback affordance) then device 100 may record the second audio message only after detecting a lowering of device 100 prior to detecting a second raising of device 100. In other words, a user may raise device 100 to listen to an audio message, lower device 100, and then raise device 100 again to record a new audio message. In some embodiments, device 100 can prompt the user to raise device 100 to record a message by displaying an instruction instructing a user to raise device 100 to record an audio message.

If, while recording the second audio message, device 100 detects a lowering of device 100, device 100 can stop recording the second audio message and send the second audio message to the first participant. Lowering of the device may be detected by, for example, using one or more device motion/orientation sensors to detect movement of the device and/or using a proximity sensor or ambient light sensor to detect an end of the proximity of the device to the user's ear. Thus, as described with respect to FIGS. 22A-22B, after receiving and listening to an audio message from a participant in the message conversation, the user can respond by raising device 100 to record a second audio message, and then lowering device 100 to automatically send the second audio message to the participant. In some embodiments, as depicted in FIG. 22C, device 100 can insert a representation of the sent second audio message into the conversation. In some embodiments, device 100 can determine that a recorded message should not be sent based on characteristics of the message (e.g., no detected human speech, or message duration is too long therefore indicative of accidental-messaging and thus a waste of computing resources). This aspect is shown in FIG. 22D. As depicted, device 100 displays message affordance 2214 indicating that a message has been recorded, but the message is not automatically sent upon lowering of the device. Rather, device 100 displays affordance 2216, which, when selected, sends the message to the designated contact.

As depicted in FIG. 23A, in some embodiments, device 100 can display an affordance 2302 indicating a received message while device 100 is operating in a locked state. A locked state may be a state in which device 100 limits user interaction with device 100.

As depicted in FIG. 23B, in response to detecting a swipe gesture in a first direction on the affordance 2302, device 100 can display a reply affordance 2304 for replying to the message. As shown in FIG. 23C, in response to detecting a contact on the reply affordance 2304, device 100 can display an instruction 2306 instructing the user to raise the elec-

tronic device to record an audio message to send in a response message. In response to detecting a raising of device **100**, device **100** can begin recording an audio message as previously described with respect to FIGS. **22**A-**22**B, and similarly, in response to a subsequent lowering of the device, device **100** can send the audio message as described above with respect to FIG. **22**C.

Returning to FIG. **23**A, in response to detecting a swipe gesture on the affordance **2302** in the opposite direction, device **100** can prompt the user to unlock device **100** and, after device **100** is unlocked, device **100** can display the received message as part of a displayed message conversation.

In some embodiments, as shown in FIG. **24**A, device **100** can display a notification **2402** of a received audio message in a notification area **2404** of the display. As shown in FIG. **24**B, in response to detecting a contact on the notification **2402** or the notification area **2404**, such as a downward drag or a tap, device **100** can display a user interface with a play affordance **2406** for playing the audio message, an audio capture affordance **508** for recording a reply audio message, and a cancel affordance **2408** for exiting the user interface. In some embodiments, as shown in FIG. **24**C, in response to detecting a contact on the audio capture affordance **508**, device **100** can display a visually distinguished region **2410** with a plurality of affordances for recording and sending an audio message, as shown and described with respect to FIGS. **6**B and **20**, for example.

Similar to the above-described processes for recording audio messages, in some embodiments, device **100** can play, record, and send video messages in response to detecting raising and lowering of device **100**. In such embodiments, device **100** may use facial recognition techniques to determine whether device **100** has been raised into a suitable position for playback or recording of a video message.

In some embodiments, media captured by device **100** using the user interfaces described above may include meta-data. Such meta-data may include a representation of a location of device **100**, for example. In some embodiments, device **100** can provide an option to allow a user to designate whether to prevent sending the meta-data with the media.

As previously discussed, device **100** can send and receive messages containing media (such as audio, video, or image), text, or both. In some embodiments, if device **100** receives multiple messages within a time interval, and the received messages meet a message grouping criteria, device **100** can represent the messages within a single, group bounded message area rather than representing the messages in multiple bounded message areas. The time interval may range from 10 seconds to ten minutes, for example.

Grouping representations of messages in this manner can reduce the amount of area required in the message region for displaying messages, and may reduce the clutter associated with receiving multiple messages. Grouping may be particularly useful for audio messages, which can be compressed into relatively small representations for display.

In some embodiments, the message grouping criteria can include a criterion that is met when the number of messages exceeds a numeric threshold. For example, if device **100** receives some number of consecutive messages within the time interval, and the number exceeds the numeric threshold, device **100** can determine that the messages satisfy the message grouping criteria and display representations of the messages within a single group bounded message area. The numeric threshold may be 3, 5, 7, or 10 messages received within the time interval, for example.

In some embodiments, the message grouping criteria includes a criterion that is met when the received messages are spaced apart from each other by less than a threshold amount of time. For example, consecutive messages that are spaced apart from each other by less than 30, 20, 10, or 5 seconds may meet the message grouping criteria. For example, if device **100** receives a text message followed by an audio message less than 30 seconds later, device **100** can determine that the messages meet the message grouping criteria and display a grouped representation of the messages in the conversation.

In some embodiments, the message grouping criteria can be based on the type of message received. For example, if device **100** receives multiple consecutive audio messages within the time interval, device **100** can determine that the messages satisfy the message grouping criteria. If, however, device **100** receives intervening messages that are not audio messages, device **100** can determine that the received messages do not satisfy the message grouping criteria and display representations of the received messages in separate bounded message areas.

In some embodiments, the message grouping criteria can be based on the sender of the message. For example, consecutive messages received from a single participant in the message conversation may satisfy the message grouping criteria, but consecutive messages received from different participants may not satisfy the message grouping criteria.

In some embodiments, the message grouping criteria can be based on whether the messages all have the same read status. In some embodiments, the read status corresponds to whether the message has been read, played, or viewed. For example, consecutive audio messages that are all unread (e.g., un-played) may satisfy the message grouping criteria, but consecutive audio messages having different read statuses—that is, some of which have been played, and some of which have not been played—may not satisfy the message grouping criteria.

FIG. **25**A depicts an example of displaying representations of multiple audio messages that meet a message grouping criteria in a grouped bounded message area **2502**. In some embodiments, device **100** can display a play-all affordance **2504** for playing all of the grouped audio messages, in addition to or instead of displaying a playback affordance **2506** for each individual audio message. In some embodiments, device **100** can play back all of the grouped audio messages in response to detecting a raising of device **100**. In some embodiments, device **100** can display an instruction instructing a user to raise device **100** to play all of the multiple grouped audio messages.

In the embodiment depicted in FIG. **25**A, each of the audio messages is represented by a separate waveform image. However, in some embodiments, device **100** can display a single, composite waveform representing the multiple grouped audio messages.

FIG. **25**B depicts an example of displaying multiple audio messages that do not meet the message grouping criteria in a plurality of bounded message areas **2508**.

In some embodiments, in response to detecting a contact on a grouped bounded message area **2502**, such as shown in FIG. **25**A, device **100** can display the audio messages represented by the grouped bounded message area **2502** in separate bounded message areas **2508**, such as shown in FIG. **25**B.

FIG. **25**C depicts an example of displaying a thumbnail representation of multiple image messages **2510** that meet the message grouping criteria in a grouped bounded message area **2512**. FIG. **25**D depicts an example of displaying

representations of multiple image messages that do not meet the message grouping criteria in a plurality of bounded message areas **2514**.

In some embodiments, in response to detecting a contact on a grouped bounded message area **2512**, such as shown in FIG. **25**C, device **100** can display representations of the image messages in separate bounded message areas **2514**, such as shown in FIG. **25**D.

As shown in FIG. **25**E, in some embodiments, in response to detecting a contact on a grouped bounded message area **2512** representing multiple image or video messages, device **100** can display thumbnails **2518** representing the images or videos in a filmstrip **2516** on the display. In some embodiments, the thumbnails **2518** displayed in the filmstrip **2516** may be larger than the thumbnails displayed in the bounded message area, and may be scrollable.

Because the user interfaces described above make it easy for participants to exchange media in a message conversation, in some cases, participants may exchange many media messages within a conversation session. For example, participants may exchange multiple short audio messages during the course of a message conversation. In some cases, such exchanged messages may be intended as quick, informal communications that do not need to be retained, and may clutter the participants' message conversation display. Accordingly, in some embodiments, device **100** can schedule messages that cease to be displayed in a conversation based upon satisfaction of some expiration criteria. In some embodiments, ceasing to display a message includes deleting the message from device **100**. The purpose of the automatic deletion is not privacy, but rather, avoiding cluttering the conversation with transient messages.

In some embodiments, the expiration criteria may be based on whether the message contains any media content, or based on which type of media content a message contains. For example, audio messages may have a different expiration criteria than video messages. In some embodiments, text messages do not have any expiration criteria and are therefore never automatically deleted.

In some embodiments, the expiration criteria may be based on a time interval. In some embodiments, the time interval may be measured starting from the time the media is captured (e.g., for the conversation participant who captured the media), or from the time the media has been played (e.g., for the conversation participant who received the media). In some embodiments, the expiration criteria for a message may be different for a first participant than for a second participant. In some embodiments, the time interval may be 1 minute, 2 minutes, 3 minutes, 4 minutes, 5 minutes, or 10 minutes, for example.

In some embodiments, the expiration criteria may be based on whether the media object was captured using the message user interfaces described above with respect to FIGS. **5**A-**24**, or captured using a different application, such as a camera application. In some embodiments, media captured and added to the conversation using the quick media capture approach described with respect to FIGS. **5**A-**14**, which may be intended as informal, transitory communications, may have a different expiration criteria than media added to the conversation using a different approach, such as a media selector interface as described with respect to FIGS. **15**A-**18**C.

A person of skill in the art will understand that the above-described exemplary expiration criteria can be combined or modified in many ways.

In some embodiments, as shown in FIG. **26**, device **100** can provide an indication of the expiration criteria **2602** in the representation of the message. In the embodiment shown in FIG. **26**, the indication of the expiration criteria **2602** comprises the time interval after which the message will cease to be displayed in the message conversation.

As depicted in FIG. **26**, in some embodiments, device **100** can display a keep affordance **2604** for keeping a message that would otherwise be deleted after the expiration criteria are satisfied. In response to detecting a selection of the keep affordance **2604**, device **100** can ignore the expiration criteria and continue to display the message in the conversation. In some embodiments, in response to detecting a contact on the keep affordance **2604**, device **100** can cease to display the indication of the expiration criteria and/or cease to display the keep affordance.

In some embodiments, media messages added to a conversation using the interfaces described in FIGS. **5**A-**14**, which may be intended as informal, transitory communications, are not added to a media library (such as a camera roll or audio library) when sent or received, but media messages added to a conversation using the interfaces described in FIGS. **15**A-**18**C are added to the media library. In some embodiments, keeping a media message (by selecting the keep affordance, for example) adds the media to the media library.

In some embodiments, a message having an associated expiration criteria that is sent from a first participant to a second participant in a message conversation may be kept by the first participant, by the second participant, by both or by neither.

As depicted in FIG. **27**A, after sending an audio message from a first participant to a second participant in a message conversation, device **100** can provide, to the first participant, an indication **2702** that the audio message has been delivered to the second participant. As depicted in FIG. **27**B, in response to detecting that the second participant has played at least a portion of the audio message, device **100** can provide, to the first participant, an indication **2704** that the audio message has been played. As shown in FIG. **27**C, in response to detecting that the second participant has selected a keep affordance associated with the audio message, device **100** can provide, to the first participant, an indication **2706** that the second participant has kept the message. In some embodiments, the indicator that the message has been kept replaces an indicator that the message has been delivered or played/viewed/read.

Device **100** can also send static location information or share dynamic location information between two or more participants in a message conversation, and display the location information of the two or more participants on a map.

As shown in FIG. **28**A, while displaying a message conversation, device **100** can display a details affordance **2702** for displaying additional details about a message conversation. As shown in FIG. **28**B, in some embodiments, in response to detecting a contact on the details affordance, device **100** can display representations (such as thumbnails or waveforms) of media that has been exchanged during the conversation, a send-location affordance **2706** for sending the current location information of device **100** to one or more participants in the conversation, and a share-location affordance **2708** for sharing location information of device **100** with one or more participants for a predetermined period of time.

In response to detecting a selection of the send-location affordance **2706**, device **100** can provide a participant in the message conversation with current location information for device **100**. As shown in FIG. **28**C, in some embodiments,

device **100** can insert a map **2710** depicting the current location information into the conversation. In some embodiments, the location information sent in response to detecting the contact on the send-location affordance **2706** is static, and is not subsequently updated in accordance with changes in the location of device **100**.

As shown in FIGS. **29**A-**29**B, in some embodiments, in response to detecting a selection of the share-location affordance **2708**, device **100** can display a user interface **2902** for selecting a predetermined time period during which the location information will be shared. In response to detecting a selection of one of the predetermined time periods, device **100** can provide a participant in the message conversation with information enabling the participant to determine the location of device **100** during the selected time period. In some embodiments, providing the information causes a remote electronic device used by the participant receiving the information to prompt the participant to share their location with the user of device **100**. In some embodiments, after the selected time period has elapsed, device **100** can cease to share the location information with the participant.

In some embodiments, enabling a participant to determine the location of device **100** includes enabling the participant to request information about the location of device **100** from a location server to which device **100** sends location information.

As depicted in FIG. **29**C, in some embodiments, while sharing location information, device **100** can display a stop-sharing affordance **2904** for ceasing to share the location information with the participant before the time period has elapsed.

In some embodiments, device **100** can receive location information from another participant in the message conversation. In response to receiving the location information, as shown in FIG. **30**A, device **100** can prompt the user of device **100** to share their location information with the other participant. In response to detecting that the user has selected to share their location information, device **100** can provide the other participant with information enabling the participant to determine the location of device **100**. As discussed previously with respect to FIG. **29**B, device **100** can allow the user to select a predetermined time period for which the location information will be shared.

As discussed above, in some embodiments, device **100** can receive shared location information from a participant in a message conversation. In some embodiments, the location information comprises the location of an external device. In response to receiving the location information, device **100** can display a map depicting both the location of the electronic device and the location of the external device.

As shown in FIG. **31**, in some embodiments, device **100** can receive shared location information from multiple participants in a message conversation, and display a map **3102** depicting the locations **3104** of the multiple participants and the location of device **100** (**3106**) on the same map. In some embodiments, device **100** can display information **3108** about each of the participants whose locations are displayed on the map.

In some embodiments, any one of multiple participants in a conversation can add or remove one or more other participants from the conversation, or can change the name of the message conversation.

As depicted in FIG. **32**, in some embodiments, in response to detecting a contact on a map in a message conversation, device **100** can display a larger version of the map **3204**. In response to detecting a contact on the larger map, device **100** can display a satellite image **3206** of location information shared by a participant in a message conversation, a map image **3208** of the location information, and affordances for displaying directions to **3210** or directions from **3212** the location information.

Thus, as described above with respect to FIGS. **28** and **29**, device **100** can provide message user interfaces that allow participants to easily send their current location to each other or share their location with each other for a predetermined period of time.

In some embodiments, after the predetermined time period has elapsed, device **100** may change the color of the displayed map to indicate that it is no longer being updated with the location information. In response to detecting a contact on the map after the predetermined time period has elapsed, device **100** can display an affordance indicating that the location information is no longer being shared.

FIG. **33** is a flow diagram illustrating process **3300** for quick capture and send of media. Process **3300** may be performed at an electronic device with a display and a touch-sensitive surface, like device **100** (FIG. **2**). At block **3302**, the device displays on its touch-sensitive display a media affordance and a message region for displaying messages sent between participants in a message conversation. At block **3304**, the device detects a gesture on the touch-sensitive surface that includes detecting a contact at a location on the touch-sensitive surface that corresponds to a location of the media affordance on the display. At block **3306**, in response to detecting the contact, the device displays on its touch-sensitive display a send affordance. In block **3308**, the device detects a continuation of the gesture that includes detecting movement of the contact across the touch-sensitive surface followed by detecting liftoff of the contact from the touch-sensitive surface. At block **3310**, the device determines whether the contact moved to a location on the touch-sensitive surface that corresponds to a location of the send affordance on the display. At block **3312**, in accordance with a determination that the contact moved to the location on the touch-sensitive surface that corresponds to the location of the send affordance, and in response to detecting the liftoff, the device sends media captured in response to at least a portion of the gesture to a participant in the message conversation. Optionally, in some embodiments, in response to detecting the contact shown in block **3304**, the device may display a cancel affordance on the display, determine whether the contact moved to a location on the touch-sensitive surface that corresponds to a location of the cancel affordance on the display, and, in accordance with a determination that the contact moved to the location on the touch-sensitive surface that corresponds to the location of the cancel affordance, followed by the liftoff, the device may forgo sending the captured media to the participant. In some embodiments, in accordance with a determination that the contact did not move to the location on the touch-sensitive surface that corresponds to the location of the send affordance nor to the location on the touch-sensitive surface that corresponds to the location the cancel affordance, and in response to detecting the liftoff, the device may display an image in the message compose field, the image having a waveform representing the captured media (represented by B in FIG. **33**). In some embodiments, in accordance with a determination that the contact did not move to the location on the touch-sensitive surface that corresponds to the location of the send affordance nor to the location on the touch-sensitive surface that corresponds to the location the cancel affordance, and in response to detecting the movement, the device can cease to capture the media (represented by B' in FIG. **33**).

Note that details of the processes described above with respect to process **3300** (e.g., FIGS. **33** and **5A-14**) are also applicable in an analogous manner to the other processes described herein. For example, processes **3400**, **3500**, **3600**, **3700**, **3800**, **3900**, **4000**, **4600**, and **4900** may include one or more of the characteristics of the various processes described above with reference to process **3300**. For brevity, these details are not repeated in the descriptions of the other processes. The various methods and techniques described above with reference to process (method) **3300** may be optionally implemented as one or more units, such as those described with regard to FIG. **50**.

FIG. **34** is a flow diagram illustrating process **3400** for quick video capture. Process **3400** may be performed at an electronic device with a display and a touch-sensitive surface, like device **100** (FIG. **2**). At block **3402**, the device displays on the display a media affordance and a message region for displaying messages sent between participants in a message conversation. At block **3404**, the device detects a first input corresponding to a location of the media affordance on the display on the touch-sensitive surface. At block **3406**, in response to detecting the first input, the device displays a record affordance and a send affordance. At block **3408**, the device detects a second input corresponding to a location of the record affordance on the display on the touch-sensitive surface. At block **3434**, in response to detecting the second input, the device begins to record a video. At block **3412**, the device detects a third input corresponding to a location of the send affordance on the display on the touch-sensitive surface. At block **3414**, in response to detecting the third input, the device sends the recorded video to a participant and removes the send affordance and the record affordance from the display. Optionally, at block **3414**, the device may, in response to detecting the third input, insert a thumbnail representation of the recorded video into the displayed message conversation.

Note that details of the processes described above with respect to process **3400** (e.g., FIGS. **34**, **10A-10B**, and **12A-14**) are also applicable in an analogous manner to the other processes described herein. For example, processes **3300**, **3500**, **3600**, **3700**, **3800**, **3900**, **4000**, **4600**, and **4900** may include one or more of the characteristics of the various processes described above with reference to process **3400**. For brevity, these details are not repeated in the descriptions of the other processes. The various methods and techniques described above with reference to process (method) **3400** may be optionally implemented as one or more units, such as those described with regard to FIG. **50**.

FIG. **35** is a flow diagram illustrating process **3500** for responding to an audio message by raising an electronic device. Process **3500** may be performed at an electronic device with a display and a touch-sensitive surface, like device **100** (FIG. **2**). At block **3502**, the device displays a representation of a first audio message received from a first participant in a message conversation. At block **3504**, the device detects a request to play the first audio message. Optionally at block **3504**, in some embodiments, the device detects the request to play the first audio message by detecting a separate raising of the device while the representation of the first audio message is displayed. Optionally at block **3504**, in some embodiments, the device detects the request to play the first audio message by detecting a contact at a location on the touch-sensitive surface that corresponds to the location of the displayed representation of the first audio message. At block **3506**, in response to detecting the request, the device plays the first audio message. At block **3508**, after playing the first audio message, the device detects a raising of the device. At block **3510**, in response to detecting the raising of the device, the device records a second audio message. Optionally, at block **3510**, while recording the second audio message, the device may detect a lowering of the device, and in response to detecting the lowering of the device, the device may cease to record the second audio message. At block **3512**, after recording the second audio message, the device sends the second audio message to the first participant. Optionally, at block **3512**, in response to detecting the lowering of the device, and after ceasing to record the second audio message, the device may send the second audio message to the first participant.

Note that details of the processes described above with respect to process **3500** (e.g., FIGS. **35** and **21A-24C**) are also applicable in an analogous manner to the other processes described herein. For example, processes **3300**, **3400**, **3600**, **3700**, **3800**, **3900**, **4000**, **4600**, and **4900** may include one or more of the characteristics of the various processes described above with reference to process **3500**. For brevity, these details are not repeated in the descriptions of the other processes. The various methods and techniques described above with reference to process (method) **3500** may be optionally implemented as one or more units, such as those described with regard to FIG. **50**.

FIG. **36** is a flow diagram illustrating process **3600** for message grouping. Process **3600** may be performed at an electronic device with a display and a touch-sensitive surface, like device **100** (FIG. **2**). At block **3602**, the device receives a plurality of messages from a first participant within a time interval. At block **3604**, the device determines whether the plurality of messages meets message grouping criteria. In some embodiments, message grouping criteria may include a criterion that is met when the number of messages in the plurality of messages exceeds a numeric threshold. In some embodiments, message grouping criteria may include a criterion that is met when the plurality of messages are spaced apart from each other by less than a threshold amount of time. In some embodiments, message grouping criteria may include a criterion that is met when the plurality of messages are sequentially adjacent messages. In some embodiments, sequentially adjacent messages may include messages having the same read status without any intervening received messages with a different read status. At block **3606**, in accordance with a determination that the plurality of messages meets the message grouping criteria, the device displays a single group bounded message area representing the plurality of messages. Optionally, at block **3606**, in some embodiments where the grouped bounded message area represents at least two audio messages, the device may receive a request to sequentially play the at least two audio messages and, in response to receiving the request, sequentially play the at least two audio messages. At block **3608**, in accordance with a determination that the plurality of messages does not meet the message grouping criteria; the device displays a plurality of separate bounded message areas representing the plurality of messages.

Note that details of the processes described above with respect to process **3600** (e.g., FIGS. **36** and **25A-25E**) are also applicable in an analogous manner to the other processes described herein. For example, processes **3300**, **3400**, **3500**, **3700**, **3800**, **3900**, **4000**, **4600**, and **4900** may include one or more of the characteristics of the various processes described above with reference to process **3600**. For brevity, these details are not repeated in the descriptions of the other processes. The various methods and techniques described above with reference to process (method) **3600** may be

optionally implemented as one or more units, such as those described with regard to FIG. **50**.

FIG. **37** is a flow diagram illustrating process **3700** for managing message display based upon expiration criteria. Process **3700** may be performed at an electronic device with a display and a touch-sensitive surface, like device **100** (FIG. **2**). At block **3702**, the device receives a first message. At block **3704**, the device displays a representation of the first message, which is scheduled to be deleted upon satisfaction of expiration criteria, on the display. In some embodiments, the expiration criteria may be based on a time interval. In some embodiments, the expiration criteria may be based on whether the first message contains media. In some embodiments, the expiration criteria may be based on whether the media was captured using a quick media capture approach, such as described with respect to FIGS. **5A-14**, or using another approach. At block **3706**, the device displays an affordance for keeping the first message. At block **3708**, in accordance with a determination that the affordance was selected prior to the satisfaction of the expiration criteria, the device keeps the first message. Optionally, at block **3708**, if the first message contains media, in accordance with a determination that the affordance was selected prior to the satisfaction of the expiration criteria, the device may save the media in a media library. In some embodiments, device **100** only saves media that was captured using a quick media capture approach, such as described with respect to FIGS. **5A-14**. In some embodiments, if the first message contains media and the expiration is based on a time interval, the time interval may be measured starting from a time after the media is played. In some embodiments, if the first message contains media and the expiration is based on a time interval, the time interval may be measured starting from a time when the media is created. At block **3710**, in accordance with a determination that the expiration criteria has been satisfied without detecting selection of the affordance, the device ceases to display the representation of the first message on the display. Optionally, at block **3710**, the device may receive a second message that is not deleted based on the expiration criteria.

Note that details of the processes described above with respect to process **3700** (e.g., FIGS. **37** and **26-27**C) are also applicable in an analogous manner to the other processes described herein. For example, processes **3300**, **3400**, **3500**, **3600**, **3800**, **3900**, **4000**, **4600**, and **4900** may include one or more of the characteristics of the various processes described above with reference to process **3700**. For brevity, these details are not repeated in the descriptions of the other processes. The various methods and techniques described above with reference to process (method) **3700** may be optionally implemented as one or more units, such as those described with regard to FIG. **50**.

FIG. **38** is a flow diagram illustrating process **3800** for location sharing. Process **3800** may be performed at an electronic device with a display and a touch-sensitive surface, like device **100** (FIG. **2**). At block **3802**, the device displays on the display a message region for displaying messages sent between a first participant and a second participant in a message conversation. At block **3804**, the device displays a share-location affordance for sharing the location of the first participant with the second participant as the location changes over at least a predetermined time period. At block **3806**, the device detects a contact at a location on the touch-sensitive display that corresponds to a location of the share-location affordance on the display. At block **3808**, in response to detecting the contact at the location on the touch-sensitive display that corresponds to the location of the share-location affordance, the device provides the second participant with information enabling the second participant to determine a current location of the first participant during at least the predetermined time period. In some embodiments, the device may allow the user to select a time period. Optionally, at block **3808**, in response to detecting the contact at the location corresponding to the share-location affordance, the device may display at least two affordances corresponding to at least two predetermined time periods, detect a contact at a location on the touch-sensitive surface corresponding to a location of one of the at least two affordances on the display, and, in response to detecting the contact at the location on the touch-sensitive surface corresponding to the location of one of the at least two affordances on the display, provide the second participant with information enabling the second participant to determine the current location of the first participant during the predetermined time period corresponding to the one of the at least two affordances. Optionally, at block **3808**, the device may receive from the second participant location information dynamically indicating a location of a first external device and display, on the display, a location of the electronic device and the location of the first external device on a map. Optionally, at block **3808**, the device may add a third participant to the message conversation, receive from the third participant location information indicating a location of a second external device, and display, on the display, the location of the second external device on the map. Optionally, at block **3808**, the device may display, on the display together with the message conversation, a details affordance, detect a contact at a location on the touch-sensitive surface that corresponds to a location of the details affordance on the display, and, in response to detecting the contact at the location on the touch-sensitive surface that corresponds to the location of the details affordance on the display, display the map showing the location of two or more participants in the message conversation that have shared their location.

Note that details of the processes described above with respect to process **3800** (e.g., FIGS. **38** and **28A-32**C) are also applicable in an analogous manner to the processes described herein. For example, processes **3300**, **3400**, **3500**, **3600**, **3700**, **3900**, **4000**, **4600**, and **4900** may include one or more of the characteristics of the various processes described above with reference to process **3800**. For brevity, these details are not repeated in the descriptions of the other processes. The various methods and techniques described above with reference to process (method) **3800** may be optionally implemented as one or more units, such as those described with regard to FIG. **50**.

FIG. **39** is a flow diagram illustrating process **3900** for adding media to a message conversation. Process **3900** may be performed at an electronic device with a display, a touch-sensitive surface, and a camera sensor. At block **3902**, the device displays on the display, a message region for displaying a message conversation. At block **3904**, the device receives a request to add media to the message conversation. At block **3906**, in response to receiving the request, the device displays a media selection interface concurrently with at least a portion of the message conversation, the media selection interface including a plurality of affordances, at least a subset of which includes thumbnail representations of media available for adding to the message conversation, for selecting media for addition to the message conversation. At block **3908**, the device detects selection of a respective affordance from the plurality of affordances. At block **3910**, in response to detecting selection of the respec-

tive affordance, the device selects corresponding media for addition to the message conversation. Optionally, at block **3910**, in response to selection of the respective affordance, the device may add the media to the message conversation. Optionally, at block **3910**, if the plurality of affordances includes a live preview affordance, the device may detect a contact at a location on the touch-sensitive display that corresponds to a location of the live preview affordance on the display and, in response to detecting the contact at the location on the touch-sensitive surface that corresponds to the location of the live camera preview, capture a new image based on the live camera preview and select the new image for addition to the message conversation.

Note that details of the processes described above with respect to process **3900** (e.g., FIGS. **39** and **15**A-**18**C) are also applicable in an analogous manner to the processes described herein. For example, processes **3300**, **3400**, **3500**, **3600**, **3700**, **3800**, **4000**, **4600**, and **4900** may include one or more of the characteristics of the various processes described above with reference to process **3900**. For brevity, these details are not repeated in the descriptions of the other processes. The various methods and techniques described above with reference to process (method) **3900** may be optionally implemented as one or more units, such as those described with regard to FIG. **50**.

FIG. **40** is a flow diagram illustrating process **4000** for initiating an audio operation. Process **4000** is performed at an electronic device (e.g., device **100**) with a display (e.g., display **112** of device **100**) and a microphone (e.g., microphone **113** of device **100**). At block **4002**, the device detects a change in device context based on movement of the electronic device and one or more proximity sensor readings (e.g., by rising motion as depicted in FIG. **21**B). At block **4004**, the device determines, in response to detecting the change in device context, whether the device meets audio-operation criteria. For example, the audio-operation criteria include a criterion that is met when the movement of the electronic device satisfies movement criteria and the proximity sensor reading(s) satisfy a proximity criteria. At block **4006**, the device, in accordance with a determination that the change in device context satisfies the audio-operation criteria, initiates an audio operation. At block **4008**, the device, in accordance with a determination that the change in device context does not satisfy the audio-operation criteria, forgoes initiating the audio operation.

Advantageously, process **4000** enables users to initiate an audio operation with a simple gesture (e.g., by raising a phone to the user's ear). Process **4000** reduces the need for users to inspect the device and select affordances thereon in order to initiate audio operations such as the sending of audio messages. Further, movement criteria and proximity criteria combine to beneficially reduce the amount of erroneous audio operations. The increased efficiency of the user interface and the reduced occurrence and duration of erroneous audio operations both reduce energy usage by the device, which is particularly important for battery powered devices where reduced energy usage increases battery life.

In some embodiments, a movement criteria is met when the device takes the upward trajectories illustrated in FIGS. **21**A-**22**C. In some embodiments, movement of the device is tracked using one or more of accelerometer **168** and optional sensors on device **100** (FIG. **1**A). In some embodiments, a movement criterion is met when the device is in an orientation distinct from a predetermined orientation(s) (e.g., met when the device is not upside down). In some embodiments, the movement criterion is met when the device takes a generally upward trajectory or a trajectory that is upward with the device rotating from having its display close to parallel with the Earth's surface (e.g., when the user is viewing the indication of the communication on the display) to its display being close to vertical with the earth's surface (e.g., when the user has raised the device to place it next to the user's ear to listen to or record an audio message).

In some embodiments, a proximity criteria is met when the phone is at the user's face as shown in FIG. **21**B. In some embodiments, proximity sensor readings are provided by proximity sensor **166** of device **100** and the proximity criteria is met when the sensor indicates close proximity (e.g., within a few inches) with an object, which may be a user's face.

FIGS. **41**A and **41**B are flow diagrams illustrating optional sub-processes within block **4002** of process **4000** (FIG. **40**). In some embodiments, one or more of optional processes **4102**-**4106** depicted in FIG. **41**A are performed in block **4002** (FIG. **40**). At block **4102**, the device receives a communication, for example, an audio message, a text message, a voicemail, a phone call. At block **4104**, in response to receiving the communication and before detecting the change in device context (e.g., before block **4004** of process **4000** in FIG. **40**), the device provides an indication that the communication was received. Possible indications include a visual notification (e.g., a message received banner or an application-specific display such as a message bubble), a tactile notification (e.g., vibration), or an audio notification (e.g., a beep, or a ringtone). Possible indications include those that are displayed in a user interface locked state as well as those displayed in a user interface unlocked state. In some embodiments, displaying the indication that the communication was received involves launching a messaging application. A messaging application is one that is configured to process short messages via services such as SMS and MMS, and/or text messages via services such as iMessage® provided by Apple, Inc. of Cupertino, Calif., for example.

At block **4106**, the device plays an audio component of the received communication, prior to detecting the change in context of the device. For example, if the communication includes a message with an audio component that has not been played by the device, e.g., a new audio message, then the audio operation includes playing the audio component of the message. As another example, if the communication includes a voicemail message, then plays the voicemail message.

Turning to FIG. **41**B, in some embodiments, optional processes **4108** and **4110** are performed at block **4002** (FIG. **40**). At block **4108**, prior to detecting a change in device context, the device detects that it is in an audio messaging context. For example, the device determines that it is in the messaging-context when an incoming messaging having an audio component is received (optionally within some window of recency). As another example, the device determines that it is in the message-context when a messaging application is active. At block **4110**, the device detects a change in device context only when the electronic device is in an audio messaging context (e.g., when a communication application is open or a communication has been recently received). An advantageous effect of processes **4108** and **4110** is that the accelerometers and/or proximity sensors needed to detect a raise-to-talk movement may be powered-down (or at least not actively monitored) when the device is out of the audio context, thereby reducing power usage (e.g., reducing the resources used to monitor changes in device context as well as reducing the resources used to record and process audio from false positive detections), and thus conserves power and extends battery life for the device.

In some embodiments, as discussed above, at block **4110** the device monitors for changes in device context only when the electronic device is in an audio messaging context. In some embodiments, the device does not monitor for changes in device context that satisfy the audio-operation criteria, even when a multimedia messaging application is open, unless a currently selected conversation in the multimedia messaging application includes at least one message that has an audio component (e.g., an audio component recorded and sent by the user or one of the other participants of the conversation). As noted above, reducing the situations in which the device monitors for changes in device context reduces power usage of the device, thereby conserving power and extending battery life for battery operated devices. Additionally, reducing the situations in which the device monitors for changes in device context reduces the likelihood of false positive initiation of audio operations (e.g., starting to record audio when the user lifts the device and puts it on a dresser while in a news application), thereby improving the overall quality of the user experience.

FIGS. **42**A-**43**C are flow diagrams illustrating optional sub-processes within block **4004** of process **4000** (FIG. **40**). Turning to FIG. **42**A, in some embodiments, optional process **4202** is performed at block **4004** (FIG. **40**). At block **4202**, the device determines whether the message was received within a predefined time interval before detecting the change in device context, and playing the audio component of the message includes playing the audio component of the message if the message was received within the predefined time interval. If the message was not received within the time interval, block **4202** (and thus block **4004**) provides an outcome of "no" and processing proceeds to block **4008** (FIG. **40**), where the device forgoes the opportunity to initiate an audio operation such as recording a new audio message. If the message was received within the time interval, block **4202** provides an outcome of "yes" and, if other requirements within block **4004** are also met, then processing proceeds to block **4006** (FIG. **40**), where the device may initiate an audio operation such as recording a new audio message. As an example, the newly recorded audio message is a response to the received communication.

Turning to FIG. **42**B, in some embodiments, optional process **4204** is performed at block **4004** of process **4000** (FIG. **40**). Recall that in some embodiments, before arriving at process **4204**, the device has played the audio component of a received communication. In these situations, the device may perform optional block **4204** to determine whether a detected change in device context occurred within a predetermined time interval of playing the audio message. If the change in device context occurred outside the time interval, block **4204** (and thus block **4004**) provides an outcome of "no" and processing proceeds to block **4008** (FIG. **40**), where the device forgoes the opportunity to initiate an audio operation such as recording a new audio message. If the change in context was detected within the predetermined time interval from the time at which the audio component was played, block **4204** provides an outcome of "yes" and, if other requirements within block **4004** are also met, then processing proceeds to block **4006**, where the device may initiate an audio operation such as recording a new message.

Turning to FIG. **43**A, in some embodiments, optional process **4302** is performed at block **4004** of process **4000** (FIG. **40**). At block **4302**, the device determines an end of the movement and an orientation of the electronic device at the end of the movement. For example, determining an end of movement includes determining that, after moving above a predefined threshold speed (e.g., 0.75 ft s^{-1}, 1 ft s^{-1}, 1.5 ft s^{-1}, 2 ft s^{-1}), the device has moved above a threshold amount (e.g., a noise filter value as determined by one of ordinary skill in the art in view of the exact accelerometer used) for no more than a time period (e.g., 0.5 s, 0.75 s, 1 s, 1.25 s, 1.5 s). For example, determining an orientation of the device includes determining whether the device is in a predetermined orientation (e.g., face-down or face-up, microphone down, or microphone up). In some embodiments, the movement criteria is met when the electronic device is not in a predetermined orientation (e.g., face-down) at the end of the movement.

Advantageously, this feature has the effect of reducing instances of erroneous audio operations. Because some device orientations are improbably associated with an audio operation, preventing audio operations when the device is in those orientations reduces the instances of erroneous audio operations. The increased efficiency of the user interface and the reduced occurrence and duration of erroneous audio operations both reduce energy usage by the device, which is particularly important for battery powered devices where reduced energy usage increases battery life.

In some embodiments, the electronic device includes a speaker (e.g., speaker **111**, FIG. **2**) positioned on a surface of the device and, in the predetermined orientation, the surface faces down (e.g., relative to gravity). In some embodiments, the electronic device includes a speaker and, in the predetermined orientation, the microphone is positioned above the earpiece (e.g., relative to gravity). If the device orientation at the end of the movement does not meet the movement criteria, block **4302** (and thus block **4004**) provides an outcome of "no" and processing proceeds to block **4008** (FIG. **40**), where the device forgoes the opportunity to initiate an audio operation such as recording a new audio message. If the device orientation at the end of the movement meets the movement criteria, block **4302** provides an outcome of "yes" and, if other requirements within block **4004** are also met, then processing proceeds to block **4006**, where the device may initiate an audio operation such as recording a new message.

Turning to FIG. **43**B, in some embodiments, optional process **4304** is performed at block **4004** of process **4000** (FIG. **40**). At block **4304**, the devices determines whether a proximity sensor reading indicates detection of an object in proximity to the electronic device within a predetermined time interval after movement satisfying the movement criteria was detected. An object in proximity is optionally within, e.g. 0.01, 0.02, 0.05, 1, 2, or 5 inches, or another reasonable threshold, of the device. The predetermined time interval includes, for example, 0.5, 0.75, 1, 1.25, or 1.5 seconds. If the proximity sensor reading was detected outside the time interval, block **4304** (and thus block **4004**) provides an outcome of "no" and processing proceeds to block **4008** (FIG. **40**), where the device forgoes the opportunity to initiate an audio operation such as recording a new audio message. If the proximity sensor reading was detected within the time interval, block **4304** provides an outcome of "yes" and, if other requirements within block **4004** are also met, then processing proceeds to block **4006**, where the device may initiate an audio operation such as recording a new message.

Turning to FIG. **43**C, in some embodiments, optional process **4306** is performed at block **4004** of process **4000** (FIG. **40**). At block **4306**, the device determines whether the electronic device is in the predetermined orientation within a predetermined time interval (e.g., 3 seconds) of the determination that the movement satisfies the movement criteria and the one or more proximity sensor readings satisfy the

proximity criteria. If the device is in the predetermined orientation with the predetermined time interval, the device does not meet the audio operation criteria, in which case block **4306** (and thus block **4004**) provides an outcome of "no" and processing proceeds to block **4008** (FIG. **40**), where the device foregoes the opportunity to initiate an operation such as recording a new audio message. If the device is not in the predetermined orientation within the time interval, block **4304** provides an outcome of "yes" and, if other requirements within block **4004** are also met, then processing proceeds to block **4006**, where the device may initiate an audio operation such as recording a new message.

FIGS. **44**A-**45**C are flow diagrams illustrating optional sub-processes within block **4006** of process **4000** (FIG. **40**). In some embodiments, block **4006** includes optional processes **4402**-**4406** depicted in FIG. **44**A. At block **4402** (FIG. **44**A), after initiating the audio operation, the device determines whether the electronic device is in a predetermined orientation. If yes, processing proceeds to block **4404**, where the device ends the audio operation, in accordance with a determination that the electronic device is in the predetermined orientation. Ending the audio operation optionally includes ceasing to playback audio and/or ceasing to record audio; optionally, deleting any already recorded audio; optionally, storing the already recorded audio and prompting a user to deliver the recorded audio. If no, processing proceeds to block **4406**, the device forgoes ending the audio operation, in accordance with a determination that the electronic device is not in the predetermined orientation.

In some embodiments, the electronic device includes a speaker (e.g., speaker **111** of device **100**) positioned on a surface of the device and, in the predetermined orientation, the surface faces down (e.g., relative to gravity). In some embodiments, the electronic device includes an earpiece and, in the predetermined orientation, the microphone is positioned above the earpiece (e.g., relative to gravity).

Turning to FIG. **44**B, in some embodiments, optional processes **4408**-**4410** are performed at block **4006** of process **4000** (FIG. **40**). At block **4408**, after initiating the audio operation, the device detects a characteristic movement of the electronic device is above a predetermined threshold. The characteristic movement may be based on accelerometer output over time (average), peak output, output duration, or repetition. An exemplary characteristic movement that is an improbable audio messaging scenario is the wiping phone on sleeve. At block **4410**, in response to detecting a characteristic movement of the electronic device is above a predetermined threshold, the device ends the audio operation. Ending the audio operation optionally includes ceasing to playback audio and/or ceasing to record audio; optionally, deleting any already recorded audio; optionally, storing the already recorded audio and prompting a user to deliver the recorded audio.

These features, which are directed to the ability to end an audio operation after it has begun, have the advantageous effect of reducing impacts to the user experience due to erroneous audio operations. It is beneficial to initiate audio operations quickly, to thereby improve responsiveness and enhance the user's experience. In such situations, many things may look like a user intended to initiate an audio operation. For example, raising a phone and putting it in a pocket may trigger movement criteria and proximity sensor criteria. The characteristic movements and predetermined orientations above are improbably associated with an audio. Ending the audio operation when those movements and/or orientations are detected advantageously reduce the number of erroneous audio operations, while not affecting the user's perception of the device's responsiveness. The increased efficiency of the user interface and the reduced occurrence and duration of erroneous audio operations both reduce energy usage by the device, which is particularly important for battery powered devices where reduced energy usage increases battery life.

Turning to FIG. **44**C, in some embodiments, block **4006** of process **4000** (FIG. **40**) includes optional processes **4412**-**4416**. Recall, as discussed above, the device may initiate recording of a new message as a result of upstream processing. At block **4412**, the device determines whether the message includes speech. To detect speech, the device optionally compares a detected signal to known characteristics of speech waveforms: if recorded data includes known characteristic(s) of speech waveforms, the device determines the message includes speech; if no such characteristic(s) in the data, the device determines the message does not include speech. At block **4414**, the device ends recording of the message in accordance with a determination that the message does not include speech. Ending the audio operation optionally includes ceasing to playback audio and/or ceasing to record audio; optionally, deleting any already recorded audio; optionally, storing the already recorded audio and prompting a user to deliver the recorded audio. At block **4416**, the device forgoes ending recording of the message, in accordance with a determination that the message does include speech.

Turning to FIG. **45**A, in some embodiments, optional processes **4502**-**4504** are performed at block **4006** of process **4000** (FIG. **40**). After playing a voicemail message, the device, at block **4502**, detects a pump motion of the electronic device. The pump motion optionally includes a downward motion, followed by an upward motion (e.g., a motion that meets the audio-operation criteria). An exemplary pump motion is illustrated in FIGS. **22**A-**22**C. At block **4504**, the device initiates, in response to detecting the pump motion, a phone call to a phone number associated with the voicemail message (e.g., the device makes a return phone call).

Turning to FIG. **45**B, in some embodiments, optional processes **4506**-**4510** are performed at block **4006** of process **4000** (FIG. **40**). At block **4506**, the device determines that audio play-back criteria have been met. At block **4508**, the devices plays, in accordance with a determination that audio-playback criteria have been met, audio corresponding to a received communication. In some embodiments, the audio-playback criteria include a criterion that is met when the communication includes audio component that has not been previously played on the device. In some embodiments, the audio-playback criteria include a criterion that is met when the communication was received within a predetermined time period from when the change in device context was detected. In some embodiments, the audio-playback criteria include a criterion that is met when the communication corresponds to a communication alert that was displayed on the display of the device when the change in device context was detected (e.g., a pop-up notification on a user interface lock screen, a pop-up notification overlaid on another user interface displayed on the display, or message in a conversation). At block **4508**, the devices forgoes playback, in accordance with a determination that audio-playback criteria has not been met.

Turning to FIG. **45**C, in some embodiments, optional processes **4512**-**4516** are performed at block **4006** of process **4000** (FIG. **40**). At block **4512**, the device determines that audio recording criteria have been met. At block **4514**, the device records, in accordance with determination that audio-recording criteria have been met, audio for a response to the

received communication. In some embodiments, the audio-record criteria include a criterion that is met when a user interface for a communication application is displayed on the display (e.g., a phone-dialer application, a conversation of a multi-media messaging application in which at least one audio message has been sent or received). In some embodiments, the audio-record criteria include a criterion that is met when an audio component of a message was played within a predetermined time period of when the change in device context was detected. At block **4516**, the device forgoes recording, in accordance with a determination that audio-recording criteria has not been met.

Note that details of the processes described above with respect to process **4000** (e.g., FIGS. **40-45**, **21**, and **22**) are also applicable in an analogous manner to the processes described herein. For example, processes **3300**, **3400**, **3500**, **3600**, **3700**, **3800**, **3900**, **4600**, and **4900** may include one or more of the characteristics of the various processes described above with reference to process **4000**. For brevity, these details are not repeated in the descriptions of the other processes. The various methods and techniques described above with reference to process (method) **4000** may be optionally implemented as one or more units, such as those described with regard to FIG. **50**.

FIG. **46** is a flow diagram illustrating process **4600** for sending a message. Process **4600** is performed at an electronic device (e.g., device **100**) with a display (e.g., display **112** of device **100**) and at least one microphone (e.g., microphone **113** of device **100**), in some embodiments. At block **4602**, the device detects one or more conditions that are interpreted as a request to record an audio message for a designated contact. A designated contact optionally includes a person in Contacts, e-mail, and a phone number associated with a received message or voicemail. However, an application that is responsive to voice input, without more, should not be considered a "contact." A designated contact is a contact that is identified (e.g., designated) by a user or by device **100**. At block **4604**, the devices generates an audio recording using the at least one microphone, in response to detecting the one or more conditions. At block **4606**, the device determines whether the audio recording meets rejection criteria. At block **4608**, the device sends the audio recording to the designated contact, in accordance with a determination that the rejection criteria is not satisfied. At block **4610**, the device forgoes sending the audio recording to the designated contact, in accordance with a determination that the rejection criteria is satisfied.

Advantageously, process **4600** can reduce sending of erroneous messages. By monitoring an in-progress audio recording for rejection criteria, the device beneficially determines that a user has inadvertently activated an audio recording or changed his or her mind during the recording. This has the effect of improving customer satisfaction with a messaging system. The increased efficiency of the user interface and the reduced occurrence and duration of erroneous audio operations both reduce energy usage by the device, which is particularly important for battery powered devices where reduced energy usage increases battery life.

The one or more conditions in block **4602** optionally include a change in device context or a user input such as a raising gesture described in greater detail above with reference to process **4000** (FIG. **40**), or other input while in a messaging context such as having a multimedia messaging application displayed on the display.

In some embodiments, the rejection criteria in block **4606** is met when the duration of the audio recording exceeds a predetermined duration of time (e.g., 15 seconds). This feature advantageously prevents sending audio recordings when the user is distracted.

FIG. **47**A-**47**D are flow diagrams illustrating optional sub-processes within block **4606** of process **4600** (FIG. **46**). Turning to FIG. **47**A, in some embodiments, optional process **4702** is performed at block **4606** of process **4600** (FIG. **46**). At block **4702**, the device detects whether speech is present in the audio recording. The rejection criteria is met when the audio recording is determined not to include more than a threshold amount. A threshold amount is optionally an absolute amount or a relative amount such as percentage. In some embodiments, the threshold amount is an energy threshold, such as short-time energy and zero-crossing rate. In some embodiments, the threshold amount is based on a speech model. In some embodiments, the rejection criteria is met when no sound (above a noise filter threshold) is detected.

Attention is now directed to rejection criteria based on a position of the device. In some embodiments, the rejection criteria is met when the electronic device is within a distance threshold from a sound source. Optionally, the device determines whether the electronic device is within the distance threshold by determining whether a proximity sensor (e.g., proximity sensor **166** of device **100**) of the device has detected an object within the distance threshold of the device.

Turning to FIG. **47**B, in some embodiments, optional process **4704** is performed at block **4606** of process **4600** (FIG. **46**). At block **4704**, the device determines whether the electronic device is within a distance threshold of a sound source by analyzing a waveform produced by combining signals captured by a first microphone and a second microphone (for example, evaluating, via beamforming, base attenuation in the formed beam, where the evaluation is optionally based on equalization of a near field beam). If the device is not within the distance threshold, block **4704** (and thus block **4606**) produces an output of "no," processing proceeds to block **4610** where the device ends the recording that is in progress. If the device is within the distance threshold, block **4704** provides an outcome of "yes" and, if other requirements within block **4604** are also met, then processing proceeds to block **4608**, where the device optionally continues to record and send the recorded message.

Turning to FIG. **47**C, in some embodiments, optional process **4706** is performed at block **4606** of process **4600** (FIG. **46**). At block **4706**, the device determines whether the electronic device is within the distance threshold by determining whether a sound pressure level at the at least one microphone exceeds a sound pressure level threshold. In some embodiments, the sound pressure level threshold is based on a function (e.g., average over time, reference levels for whispering, speaking loudly, speaking softly, normal tone, etc.) of sound pressure levels previously detected by the electronic device. If the device is not within the distance threshold, block **4706** (and thus block **4606**) produces an output of "no", processing proceeds to block **4610** where the device ends the recording that is in progress. If the device is within the distance threshold, block **4704** provides an outcome of "yes" and, if other requirements within block **4604** are also met, then processing proceeds to block **4608**, where the device may continue to record and send the recorded message.

Turning to FIG. **47**D, in some embodiments, optional process **4708** is performed at block **4606** of process (FIG. **46**). At block **4708**, the device determines whether the electronic device is within the distance threshold by com-

paring (e.g., calculating a ratio of direct speech energy to reverberation energy, and comparing the ratio to a threshold) a sound pressure level to a reverberation level detected by the at least one microphones. If the ratio is indicative of far-field acoustics, processing proceeds to block **4610** where the device ends the recording that is in progress. If the ratio is indicative of near-field acoustics, and if other requirements within block **4604** are also met, then processing proceeds to block **4608**, where the device may continue to record and send the recorded message.

Although the description herein is offered primarily with respect to an audio operation, it should be appreciated that the systems and methods described can be extended to other operations. For example, determining the position of a phone can be utilized in other applications and can be presented as platform service to provide information on whether the phone is near a user or far away from a user. Such information can be used, for example, to set a volume of a ringtone.

In some embodiments, the rejection criteria is based on an orientation of the electronic device. In some embodiments, the electronic device includes a speaker (e.g., speaker **111** of device **100**) positioned on a surface of the device and the rejection criteria is met when the surface faces down (e.g., relative to gravity). In some embodiments, the electronic device includes an earpiece and the rejection criteria is met when the microphone is positioned above the earpiece (e.g., relative to gravity).

In some embodiments, the rejection criteria is met when a characteristic movement of the electronic device exceeds a threshold. The characteristic movement optionally includes a gyroscope and/or accelerometer output over time (average), peak movement, duration of movement, or repetition in movement (such as wiping phone on sleeve).

In some embodiments, determining whether the audio recording meets rejection criteria is in response to detecting one or more conditions that are interpreted as a request to send the audio recording to the designated contact. In some embodiments, the determination is performed after recording the audio (e.g., after a brief segment of audio has been recorded). In some embodiments, the determination is performed while recording the audio (e.g., so as to terminate recording of a long audio segment when the user does not intend to be recording audio).

FIG. **48**A-**48**B are flow diagrams illustrating optional sub-processes within block **4610** of process **4600** (FIG. **46**) in some embodiments. Turning to FIG. **48**A, optional process **4802** may be performed at block **4610** of process **4600** (FIG. **46**). At block **4802**, when the audio recording satisfies the rejection criteria, the device concurrently displays a representation of a draft message that includes the audio recording and a send affordance. (This aspect is illustrated on device **100** in FIG. **22**D). Upon detecting a user selection of the send affordance, the device sends the draft message to the designated contact.

Turning to FIG. **48**B, in some embodiments, optional processes **4804**-**4808** are performed at block **4610** of process **4600** (FIG. **46**). At block **4804** (FIG. **48**B), when the audio recording satisfies the rejection criteria, the device determines whether an elapsed time between detecting the one or more conditions (e.g. receiving the user input or starting to record the audio) and determining that the audio recording satisfies rejection criteria exceeds a time threshold. At block **4806**, the device, in accordance with a determination that the elapsed time exceeds the time threshold, displays a representation of a draft message that includes the audio recording (for example, the user interface of device **100** in FIG. **22**D). At block **4808**, the device deletes, in accordance with a determination that the elapsed time does not exceed the time threshold, the audio recording without displaying the representation of the draft message. For example, if the recording of the audio message is determined to be an error shortly after starting to record the audio or shortly after finishing recording the audio, then the audio message is deleted and the user is not bothered with displaying a draft audio message. In this instance, there is a high likelihood that the recording was initiated in error and this embodiment eliminates the need to bother a user with a likely unintended recording. However, if the recording of the audio message is determined to be an error more than the threshold time after recording the audio or after starting to record the audio, the audio message is saved as a draft that is available for sending by the user, so as to avoid confusing or frustrating the user.

Note that details of the processes described above with respect to process **4600** (e.g., FIGS. **46**-**48**, **21**, and **22**) are also applicable in an analogous manner to the processes described herein. For example, processes **3300**, **3400**, **3500**, **3600**, **3700**, **3800**, **3900**, **4000**, and **4900** may include one or more of the characteristics of the various processes described above with reference to process **4600**. For brevity, these details are not repeated in the descriptions of the other processes. The various methods and techniques described above with reference to process (method) **4600** may be optionally implemented as one or more units, such as those described with regard to FIG. **50**.

FIG. **49** is a flow diagram illustrating process **4900** for capturing and sending media. Process **4900** may be performed at an electronic device with a display and a touch-sensitive surface, like device **100** (FIG. **2**). At block **4902**, the device displays on the display, a media affordance, a message compose field, and a message region for displaying messages sent between participants in a message conversation. At block **4904**, the device detects a contact at a location that corresponds to the location of the media affordance. At block **4906**, in response to detecting the contact, the device displays a media preview in the message compose field. At block **4908**, the device detects a liftoff of the contact. At block **4910**, in response to detecting the liftoff, the device captures the media displayed in the media preview, and sends the captured media to a participant in the message conversation. Optionally, the device displays a send button for sending the message. The captured media is sent to the participant in response to detecting a contact at a location corresponding to the send button. Optionally, the captured media is sent in response to detecting the liftoff. Optionally, in response to detecting the liftoff, a representation of the captured media is displayed in the message compose field. The device detects user entry of additional content in the message compose field. The additional content and the captured media are sent to the participant in response to detecting the contact.

Note that details of the processes described above with respect to process **4900** (e.g., FIGS. **49** and **11**C-E) are also applicable in an analogous manner to the processes described herein. For example, processes **3300**, **3400**, **3500**, **3600**, **3700**, **3800**, **3900**, **4000**, and **4600** may include one or more of the characteristics of the various processes described above with reference to process **4900**. For brevity, these details are not repeated in the descriptions of the other processes. The various methods and techniques described above with reference to process (method) **4900** may be optionally implemented as one or more units, such as those described with regard to FIG. **50**

The operations described above with reference to FIGS. **33-49** are, optionally, implemented by components depicted in FIGS. **1**A, **1**B, **3**, and **50**. For example, detection operations, display operations, and determination operations are, optionally implemented by one or more of event sorter **170**, event recognizer **180**, and event handler **190**. Event monitor **171** in event sorter **170** detects a contact on touch-sensitive display **112**, and event dispatcher module **174** delivers the event information to application **136-1**. A respective event recognizer **180** of application **136-1** compares the event information to respective event definitions **186**, and determines whether a first contact at a first location on the touch-sensitive surface corresponds to a predefined event or sub-event, such as selection of an object on a user interface. When a respective predefined event or sub-event is detected, event recognizer **180** activates an event handler **190** associated with the detection of the event or sub-event. Event handler **190** optionally utilizes or calls data updater **176** or object updater **177** to update the application internal state **192**. In some embodiments, event handler **190** accesses a respective GUI updater **178** to update what is displayed by the application. Similarly, it would be clear to a person having ordinary skill in the art how other processes can be implemented based on the components depicted in FIGS. **1**A, **1**B, **3**, and **50**.

The operations in the information processing methods described above are optionally implemented by running one or more functional modules in information processing apparatus such as general purpose processors or application specific chips. These modules, combinations of these modules, and/or their combination with general hardware (e.g., as described above with respect to FIGS. **1**A, **1**B, **3**, and **50**) are all included within the scope of protection of the invention.

FIG. **50** shows exemplary functional blocks of an electronic device **5000** that, in some embodiments, performs the features described above. As shown in FIG. **50**, an electronic device **5000** includes a display unit **5002** configured to display graphical objects; a touch-sensitive surface unit **5004** configured to receive user gestures; one or more RF units **5006** configured to detect and communicate with external electronic devices; and a processing unit **5008** coupled to display unit **5002**, touch-sensitive surface unit **5004**, and RF unit(s) **5006**. In some embodiments, processing unit **5008** is configured to support an operating system **5010** for launching and running one or more applications **5012**.

In some embodiments, the processing unit **5008** includes a display enabling unit **5014**, a detecting unit **5016**, a determining unit **5018**, and an obtaining unit **5020**.

In some embodiments, the display enabling unit **5014** is configured to cause a display of a user interface (or portions of a user interface) in conjunction with the display unit **5002**. For example, the display enabling unit **5014** is optionally used for: displaying messages sent between participants in a message conversation; displaying a send affordance, a cancel affordance, and a record affordance; displaying a visually distinguished region; displaying a representation of a first audio message received from a first participant in a message conversation; displaying a single group bounded message area representing the plurality of messages; displaying a representation of the first message on the display, wherein the first message is scheduled to be deleted upon satisfaction of expiration criteria; displaying an affordance for keeping the first message; displaying a share-location affordance for sharing the location of the first participant with the second participant as the location changes over at least a predetermined time period; displaying a user send message affordance; displaying a representation of a draft message; displaying a media selection interface concurrently with at least a portion of the message conversation, wherein the media selection interface includes a plurality of affordances for selecting media for addition to the message conversation, at least a subset of the plurality of affordances including thumbnail representations of media available for adding to the message conversation; displaying a media preview in the message compose field.

In some embodiments, the detecting unit **5016** is configured to receive input, e.g., through the use of touch-sensitive surface unit **5004**. For example, the detecting unit **5016** is optionally used for: detecting a contact and detecting a swipe.

In some embodiments, the determining unit **5018** is configured to make determinations. For example, determining unit **5018** is optionally used for: determining whether the contact moved to a location on the touch-sensitive surface that corresponds to a location of the send affordance; and determining whether the plurality of messages meets message grouping criteria.

In some embodiments, the obtaining unit **5020** is configured to obtain information. For example, the obtaining unit **5020** is optionally used for obtaining movement or proximity sensor readings of the external device.

In some embodiments, the media capture unit **5022** is configured to capture media. For example, the media capture unit **5022** may be used for: sending media captured in response to at least a portion of the gesture to a participant in the message conversation; beginning to record a video; and recording a second audio message.

In some embodiments, the message expire unit **5024** is configured to determine whether messages meet a message expiration criteria and remove expired messages from a conversation. For example, the message expire unit **5024** may be used for: displaying a representation of the first message on the display, wherein the first message is scheduled to be deleted upon satisfaction of expiration criteria; in accordance with a determination that the affordance was selected prior to the satisfaction of the expiration criteria, keeping the first message; and in accordance with a determination that the expiration criteria has been satisfied without detecting selection of the affordance, ceasing to display the representation of the first message on the display.

In some embodiments, the message grouping unit **5026** is configured to determine whether messages meet a message grouping criteria. For example, the message grouping unit **5026** may be used for: determining whether the plurality of messages meets message grouping criteria; in accordance with a determination that the plurality of messages does not meet the message grouping criteria, displaying a plurality of separate bounded message areas representing the plurality of messages; and in accordance with a determination that the plurality of messages meets the message grouping criteria, displaying a single group bounded message area representing the plurality of messages.

In some embodiments, the position detecting unit **5028** is configured to detect the position of the device. For example, the position detecting unit **5028** may be used for: detecting a request to play the first audio message; detecting a raising of the device; in response to detecting the raising of the device, recording a second audio message; and after recording the second audio message, sending the second audio message to the first participant.

In some embodiments, the location sharing unit **5030** is configured to share location information. For example, the

location sharing unit **5030** may be used for: detecting a selection of the share-location affordance; and in response to detecting the selection of the share-location affordance: providing the second participant with information enabling the second participant to determine a current location of the first participant during at least the predetermined time period.

In some embodiments, the media selector unit **5032** is configured to provide interfaces for selecting media to add to a conversation. For example, the media selector unit **5032** may be used for: receiving a request to add media to the message conversation; in response to receiving the request, displaying a media selection interface concurrently with at least a portion of the message conversation, wherein the media selection interface includes a plurality of affordances for selecting media for addition to the message conversation, at least a subset of the plurality of affordances including thumbnail representations of media available for adding to the message conversation; detecting selection of a respective affordance from the plurality of affordances; and in response to detecting selection of the respective affordance, selecting corresponding media for addition to the message conversation.

The units of FIG. **50** are optionally used to implement the various techniques and methods described above with respect to FIGS. **5A-49**.

The functional blocks of the device **5000** are, optionally, implemented by hardware, software, or a combination of hardware and software to carry out the principles of the various described examples. It is understood by persons of skill in the art that the functional blocks described in FIG. **50** are, optionally, combined or separated into sub-blocks to implement the principles of the various described examples. Therefore, the description herein optionally supports any possible combination or separation or further definition of the functional blocks described herein.

Although the disclosure and examples have been fully described with reference to the accompanying figures, it is to be noted that various changes and modifications will become apparent to those skilled in the art. Such changes and modifications are to be understood as being included within the scope of the disclosure and examples as defined by the appended claims.

What is claimed is:

1. An electronic device, comprising:

one or more processors;

at least one microphone;

a memory; and

one or more programs, wherein the one or more programs are stored in the memory and configured to be executed by the one or more processors, the one or more programs including instructions for:

detecting one or more conditions that are interpreted as a request to record an audio message for a designated contact;

in response to detecting the one or more conditions, generating an audio recording using the at least one microphone;

determining whether the audio recording meets rejection criteria;

in accordance with a determination that the rejection criteria is not satisfied, sending the audio recording to the designated contact; and

in accordance with a determination that the rejection criteria is satisfied:

forgoing sending of the audio recording to the designated contact;

determining whether an elapsed time between detecting the one or more conditions and determining that the audio recording satisfies the rejection criteria exceeds a time threshold;

in accordance with a determination that the elapsed time exceeds the time threshold, displaying a representation of a draft message that includes the audio recording; and

in accordance with a determination that the elapsed time does not exceed the time threshold, deleting the audio recording without displaying the representation of the draft message.

2. The electronic device of claim **1**, wherein the rejection criteria is met when a duration of the audio recording exceeds a predetermined duration of time.

3. The electronic device of claim **1**, the one or more programs including instructions for:

detecting whether speech is present in the audio recording, wherein the rejection criteria is met when the audio recording is determined not to include more than a threshold amount of human speech.

4. The electronic device of claim **1**, wherein the rejection criteria is based on a position of the electronic device.

5. The electronic device of claim **1**, wherein the rejection criteria is met when the electronic device is within a distance threshold from a sound source.

6. The electronic device of claim **5**, the one or more programs including instructions for:

determining whether the electronic device is within the distance threshold by determining whether a proximity sensor of the electronic device has detected an object within the distance threshold of the electronic device.

7. The electronic device of claim **5**, the one or more programs including instructions for:

determining whether the electronic device is within the distance threshold by analyzing a waveform produced by combining signals captured by the at least one microphones, the at least one microphones comprising a first microphone and a second microphone.

8. The electronic device of claim **5**, the one or more programs including instructions for:

determining whether the electronic device is within the distance threshold by determining whether a sound pressure level at the at least one microphone exceeds a sound pressure level threshold.

9. The electronic device of claim **8**, wherein the sound pressure level threshold is based on a function of sound pressure levels previously detected by the electronic device.

10. The electronic device of claim **5**, the one or more programs including instructions for:

determining whether the electronic device is within the distance threshold by comparing a sound pressure level to a reverberation level detected by the at least one microphones.

11. The electronic device of claim **1**, wherein the rejection criteria is based on an orientation of the electronic device.

12. The electronic device of claim **1**, wherein the electronic device comprises a speaker, and wherein the speaker is positioned on a surface of the electronic device, and wherein the rejection criteria is met when the surface faces down.

13. The electronic device of claim **1**, wherein the electronic device comprises a speaker, and wherein the rejection criteria is met when an orientation of the electronic device places the microphone above the speaker.

14. The electronic device of claim 1, wherein the rejection criteria is met when a characteristic movement of the electronic device exceeds a threshold.

15. The electronic device of claim 1, the one or more programs including instructions for:

when the audio recording satisfies the rejection criteria, concurrently displaying:

a representation of a draft message that includes the audio recording; and

a send affordance, wherein the send affordance, when selected by a user, causes the electronic device to send the draft message to the designated contact.

16. A non-transitory computer-readable storage medium storing one or more programs configured to be executed by one or more processors of an electronic device with at least one microphone, the one or more programs including instructions for:

detecting one or more conditions that are interpreted as a request to record an audio message for a designated contact;

in response to detecting the one or more conditions, generating an audio recording using the at least one microphone;

determining whether the audio recording meets rejection criteria; in accordance with a determination that the rejection criteria is not satisfied, sending the audio recording to the designated contact; and

in accordance with a determination that the rejection criteria is satisfied:

forgoing sending of the audio recording to the designated contact;

determining whether an elapsed time between detecting the one or more conditions and determining that the audio recording satisfies the rejection criteria exceeds a time threshold;

in accordance with a determination that the elapsed time exceeds the time threshold, displaying a representation of a draft message that includes the audio recording; and

in accordance with a determination that the elapsed time does not exceed the time threshold, deleting the audio recording without displaying the representation of the draft message.

17. The non-transitory computer-readable storage medium storing of claim 16, wherein the rejection criteria is met when a duration of the audio recording exceeds a predetermined duration of time.

18. The non-transitory computer-readable storage medium storing of claim 16, the one or more programs including instructions for:

detecting whether speech is present in the audio recording, wherein the rejection criteria is met when the audio recording is determined not to include more than a threshold amount of human speech.

19. The non-transitory computer-readable storage medium storing of claim 16, wherein the rejection criteria is based on a position of the electronic device.

20. The non-transitory computer-readable storage medium storing of claim 16, wherein the rejection criteria is met when the electronic device is within a distance threshold from a sound source.

21. The non-transitory computer-readable storage medium storing of claim 20, the one or more programs including instructions for:

determining whether the electronic device is within the distance threshold by determining whether a proximity sensor of the electronic device has detected an object within the distance threshold of the electronic device.

22. The non-transitory computer-readable storage medium storing of claim 20, the one or more programs including instructions for:

determining whether the electronic device is within the distance threshold by analyzing a waveform produced by combining signals captured by the at least one microphones, the at least one microphones comprising a first microphone and a second microphone.

23. The non-transitory computer-readable storage medium storing of claim 20, the one or more programs including instructions for:

determining whether the electronic device is within the distance threshold by determining whether a sound pressure level at the at least one microphone exceeds a sound pressure level threshold.

24. The non-transitory computer-readable storage medium storing of claim 23, wherein the sound pressure level threshold is based on a function of sound pressure levels previously detected by the electronic device.

25. The non-transitory computer-readable storage medium storing of claim 20, the one or more programs including instructions for:

determining whether the electronic device is within the distance threshold by comparing a sound pressure level to a reverberation level detected by the at least one microphones.

26. The non-transitory computer-readable storage medium storing of claim 16, wherein the rejection criteria is based on an orientation of the electronic device.

27. The non-transitory computer-readable storage medium storing of claim 16, wherein the electronic device comprises a speaker, and wherein the speaker is positioned on a surface of the electronic device, and wherein the rejection criteria is met when the surface faces down.

28. The non-transitory computer-readable storage medium storing of claim 16, wherein the electronic device comprises a speaker, and wherein the rejection criteria is met when an orientation of the electronic device places the microphone above the speaker.

29. The non-transitory computer-readable storage medium storing of claim 16, wherein the rejection criteria is met when a characteristic movement of the electronic device exceeds a threshold.

30. The non-transitory computer-readable storage medium storing of claim 16, the one or more programs including instructions for:

when the audio recording satisfies the rejection criteria, concurrently displaying:

a representation of a draft message that includes the audio recording; and

a send affordance, wherein the send affordance, when selected by a user, causes the electronic device to send the draft message to the designated contact.

31. A method, comprising:

at an electronic device comprising at least one microphone:

detecting one or more conditions that are interpreted as a request to record an audio message for a designated contact;

in response to detecting the one or more conditions, generating an audio recording using the at least one microphone;

determining whether the audio recording meets rejection criteria; in accordance with a determination that

the rejection criteria is not satisfied, sending the audio recording to the designated contact; and

in accordance with a determination that the rejection criteria is satisfied:

forgoing sending of the audio recording to the designated contact;

determining whether an elapsed time between detecting the one or more conditions and determining that the audio recording satisfies the rejection criteria exceeds a time threshold;

in accordance with a determination that the elapsed time exceeds the time threshold, displaying a representation of a draft message that includes the audio recording; and

in accordance with a determination that the elapsed time does not exceed the time threshold, deleting the audio recording without displaying the representation of the draft message.

32. The method of claim **31**, wherein the rejection criteria is met when a duration of the audio recording exceeds a predetermined duration of time.

33. The method of claim **31**, further comprising:

detecting whether speech is present in the audio recording, wherein the rejection criteria is met when the audio recording is determined not to include more than a threshold amount of human speech.

34. The method of claim **31**, wherein the rejection criteria is based on a position of the electronic device.

35. The method of claim **31**, wherein the rejection criteria is met when the electronic device is within a distance threshold from a sound source.

36. The method of claim **35**, further comprising:

determining whether the electronic device is within the distance threshold by determining whether a proximity sensor of the electronic device has detected an object within the distance threshold of the electronic device.

37. The method of claim **35**, further comprising:

determining whether the electronic device is within the distance threshold by analyzing a waveform produced by combining signals captured by the at least one microphones, the at least one microphones comprising a first microphone and a second microphone.

38. The method of claim **35**, further comprising:

determining whether the electronic device is within the distance threshold by determining whether a sound pressure level at the at least one microphone exceeds a sound pressure level threshold.

39. The method of claim **38**, wherein the sound pressure level threshold is based on a function of sound pressure levels previously detected by the electronic device.

40. The method of claim **35**, further comprising:

determining whether the electronic device is within the distance threshold by comparing a sound pressure level to a reverberation level detected by the at least one microphones.

41. The method of claim **31**, wherein the rejection criteria is based on an orientation of the electronic device.

42. The method of claim **31**, wherein the electronic device comprises a speaker, and wherein the speaker is positioned on a surface of the electronic device, and wherein the rejection criteria is met when the surface faces down.

43. The method of claim **31**, wherein the electronic device comprises a speaker, and wherein the rejection criteria is met when an orientation of the electronic device places the microphone above the speaker.

44. The method of claim **31**, wherein the rejection criteria is met when a characteristic movement of the electronic device exceeds a threshold.

45. The method of claim **31**, further comprising:

when the audio recording satisfies the rejection criteria, concurrently displaying:

a representation of a draft message that includes the audio recording; and

a send affordance, wherein the send affordance, when selected by a user, causes the electronic device to send the draft message to the designated contact.

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