

37

30. A haptic feedback touch control as recited in claim 29 wherein said linear force is an inertial force output by an actuator assembly that includes said actuator and moves an inertial mass, wherein said inertial force is transmitted through said surface member to said user contacting said surface member.

31. A haptic feedback touch control as recited in claim 30 wherein said actuator assembly moves said actuator as said inertial mass.

32. A haptic feedback touch control as recited in claim 21 wherein said surface member is a palm surface coupled to a housing of said computer and located to the side of said touch input device.

33. A haptic feedback touch control as recited in claim 21 wherein sound electronics of said computer are used to drive said at least one actuator.

34. A method for providing haptic feedback to a touch input device that provides input to a computer device, said computer device implementing a graphical environment, the method comprising:

providing said touch input device that is contacted by a user, said touch input device including at least one sensor for determining a location of said contact on a planar surface of said touch input device by said user and providing said computer device with: 1) a position signal indicating said location, and 2) a selection signal indicating a user selection; and

providing an actuator coupled to said touch input device, said actuator receiving control signals derived from force information output by said computer device, wherein said force information causes said actuator to output a force on said touch input device in the absence of said selection signal, said force being correlated with an interaction occurring in said graphical environment between said cursor and a different graphical object, wherein said force causes said touch input device to translate laterally and approximately parallel to said planar surface of said touch input device.

35. A method as recited in claim 34 wherein said computer device positions a cursor in said graphical environment based at least in part on said position signal.

36. A method as recited in claim 35 wherein a touch device microprocessor, separate from a host processor of said computer device, receives said force information from said host processor and causes said control signals to be sent to said actuator.

37. A method as recited in claim 36 wherein said interaction occurring in said graphical environment includes a selection of said different graphical object by said cursor, wherein said different graphical object is one of an icon, a window, and a menu item.

38

38. A method as recited in claim 37 wherein said computer device is portable and said touch input device is integrated in a housing of said computer device.

39. A method as recited in claim 35 wherein said interaction occurring in said graphical environment includes a collision between said cursor and said different graphical object.

40. A method as recited in claim 34 wherein said force output on said touch input device causes said touch input device to oscillate in two directions.

41. A method for providing haptic feedback to a touch input device that provides input to a computer device, said computer device implementing a graphical environment, the method comprising:

receiving a position signal from said touch input device, said position signal indicating a contact location on a surface of said touch input device;

receiving a selection signal from said touch input device indicating a user selection when said user is pressing said surface;

determining in which of a plurality of regions said contact location is positioned, wherein said surface of said touch input device is divided into said plurality of regions; and providing force information to cause at least one actuator to output a force to laterally move said touch input device approximately parallel to the surface of said touch input device to provide a haptic sensation to said user—operating said touch input device in the absence of said selection signal, said force associated with said user moving an object on or over said surface of said touch input device.

42. A method as recited in claim 41 further comprising implementing a function associated with said region in which said contact location is positioned.

43. A method as recited in claim 42 wherein said function associated with said region includes a rate control function of a value.

44. A method as recited in claim 42 wherein said function associated with said region includes moving a displayed cursor to a screen position based on said position signal.

45. A method as recited in claim 42 wherein said function associated with said region includes a function that can also be initiated by selecting a graphical button displayed by an application program running on said computer device.

46. A method as recited in claim 41 wherein said force is output when said user moves said object over a boundary to said region in which said contact location is positioned from a different region of said touch input device.

47. A method as recited in claim 41 wherein said object moved on or over said surface of said touch input device includes a finger of said user or an object held by said user.

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