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(54) **SIMULATING GESTURES OF A POINTING DEVICE USING A STYLUS AND PROVIDING FEEDBACK THERETO**

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(58) **Field of Search** 345/173, 156, 345/161, 163, 167, 168, 179, 863; 178/19.01, 19.04, 20.01; 703/17, 19, 21–24

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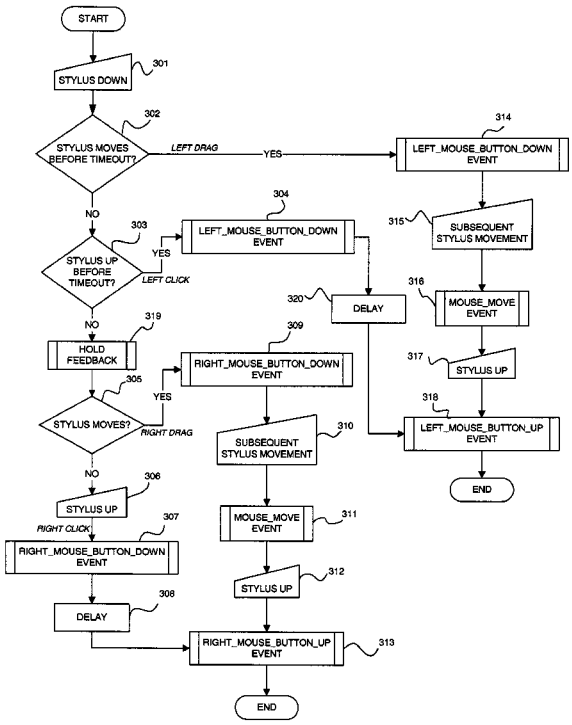
(57) **ABSTRACT**

A method and apparatus for simulating at least one gesture of a pointing device such as a mouse. A left click, right click, left drag, right drag, and/or mouse movement may be simulated using a stylus in conjunction with a touch-sensitive display surface. For example, a computer having the display surface may detect whether a stylus is being held down on a touch-sensitive display surface for at least a threshold amount of time. The computer may further detect whether the stylus is then removed from the touch-sensitive display surface after at least the threshold amount of time. Responsive to the stylus being removed, the computer may generate at least one event representing a right mouse button being pressed.

47 Claims, 4 Drawing Sheets