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(54) **HAPTIC FEEDBACK FOR TOUCHPADS AND OTHER TOUCH CONTROL**

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See application file for complete search history.

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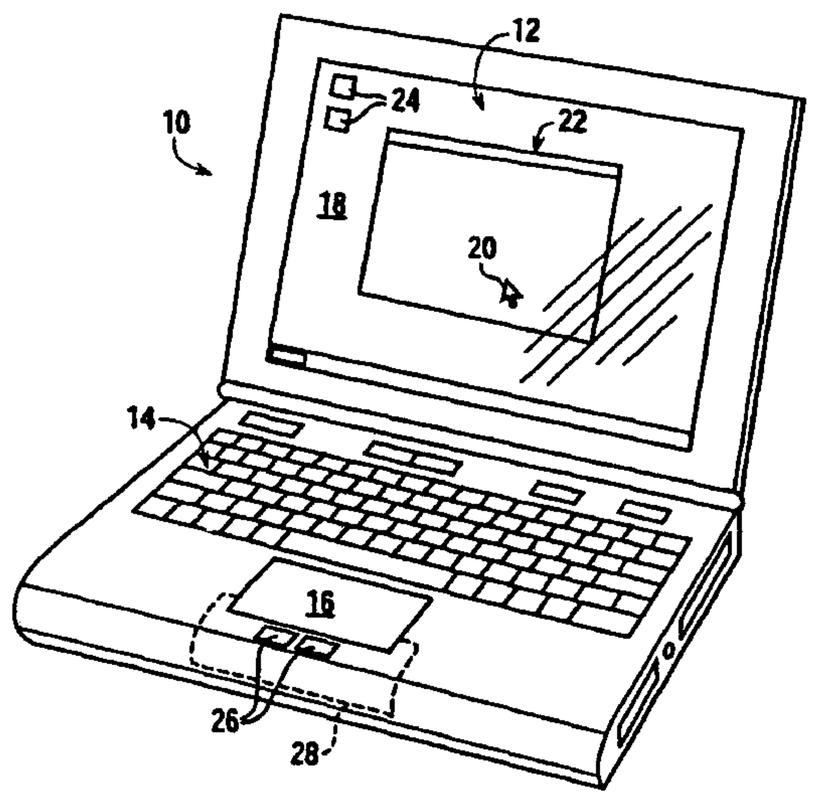
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(57) **ABSTRACT**

A haptic feedback planar touch control used to provide input to a computer. A touch input device includes a planar touch surface that inputs a position signal to a processor of the computer based on a location of user contact on the touch surface. The computer can position a cursor in a displayed graphical environment based at least in part on the position signal, or perform a different function. At least one actuator is also coupled to the touch input device and outputs a force to provide a haptic sensation to the user contacting the touch surface. The touch input device can be a touchpad separate from the computer's display screen, or can be a touch screen. Output haptic sensations on the touch input device can include pulses, vibrations, and spatial textures. The touch input device can include multiple different regions to control different computer functions.

36 Claims, 5 Drawing Sheets



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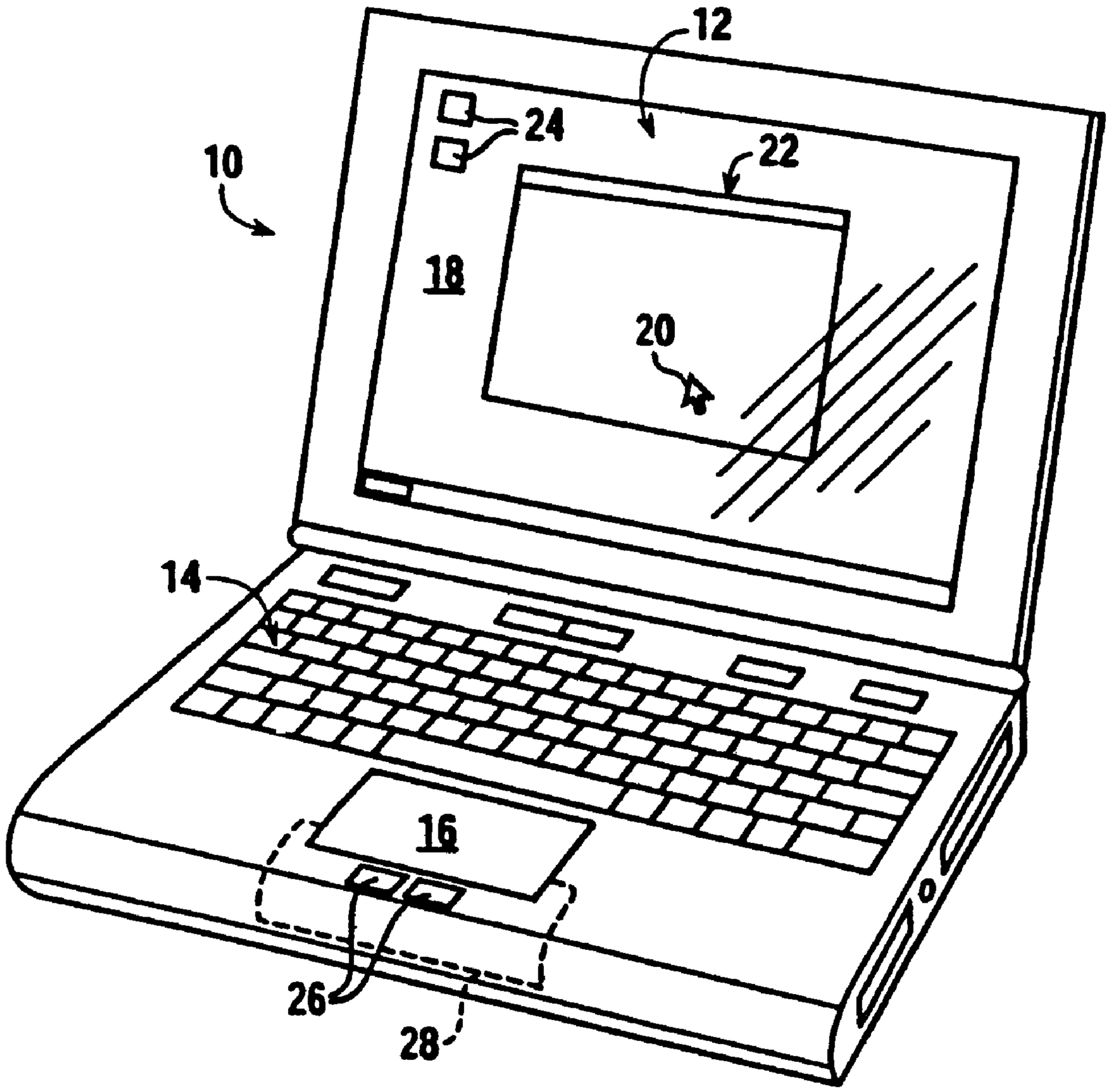


FIG. 1

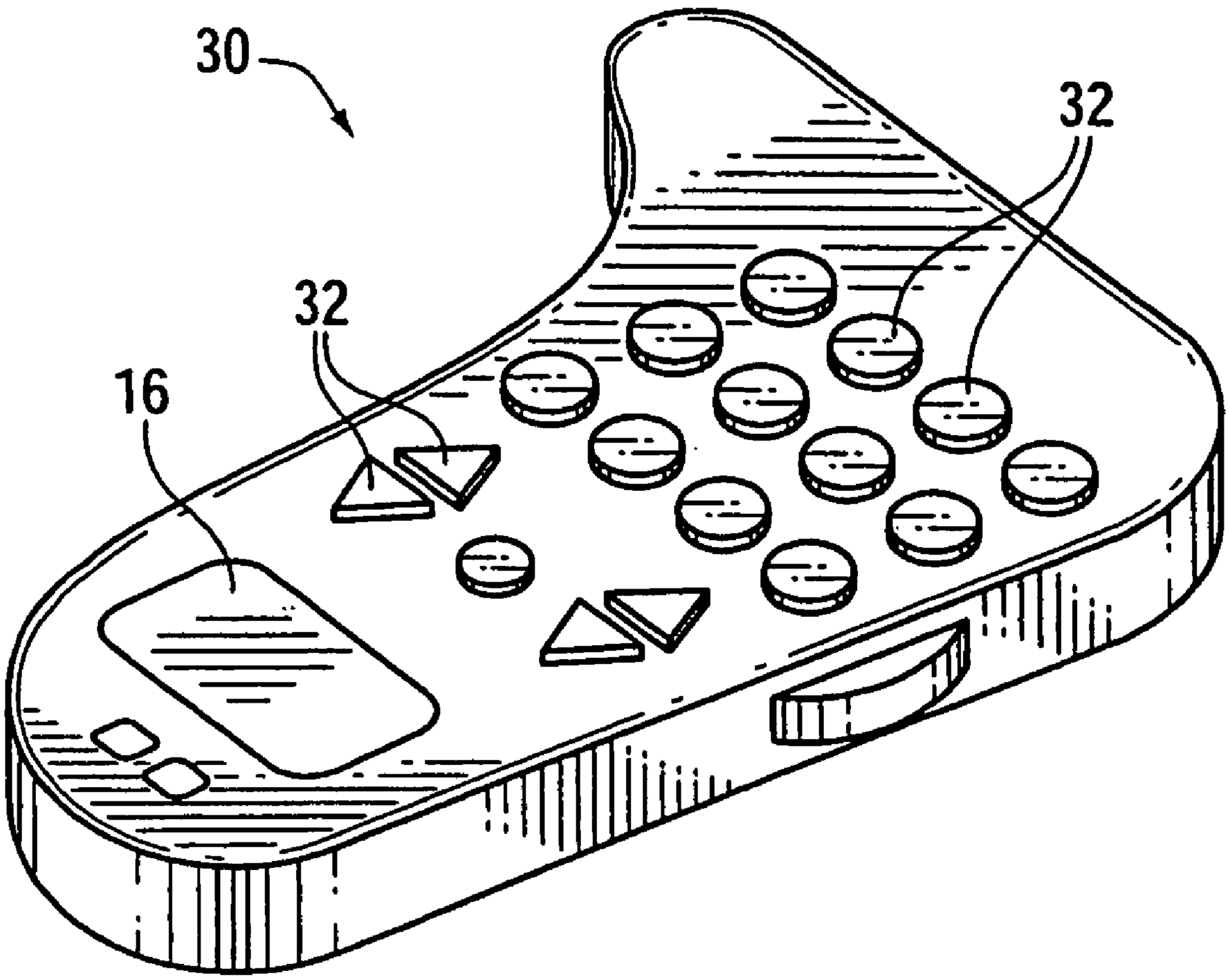


FIG. 2

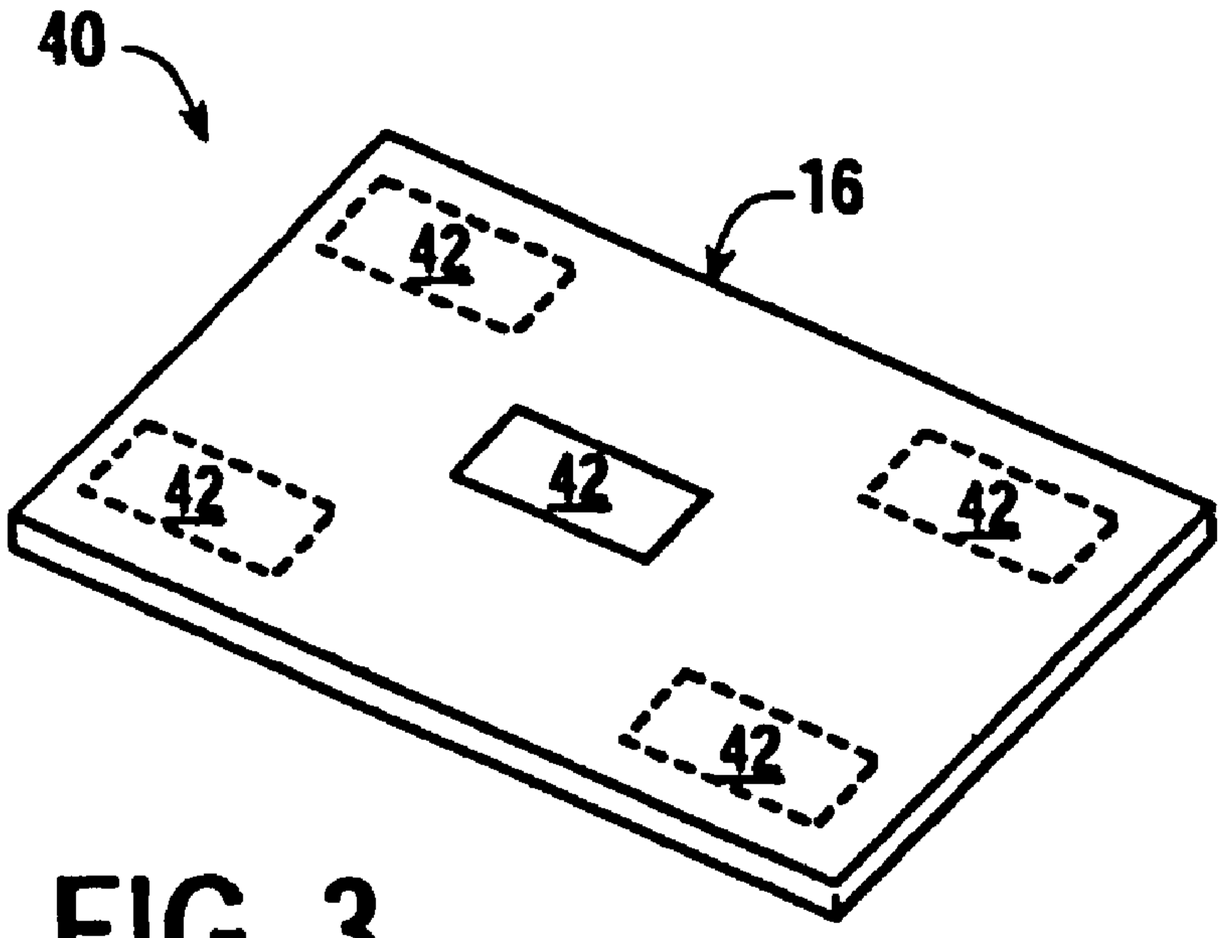


FIG. 3

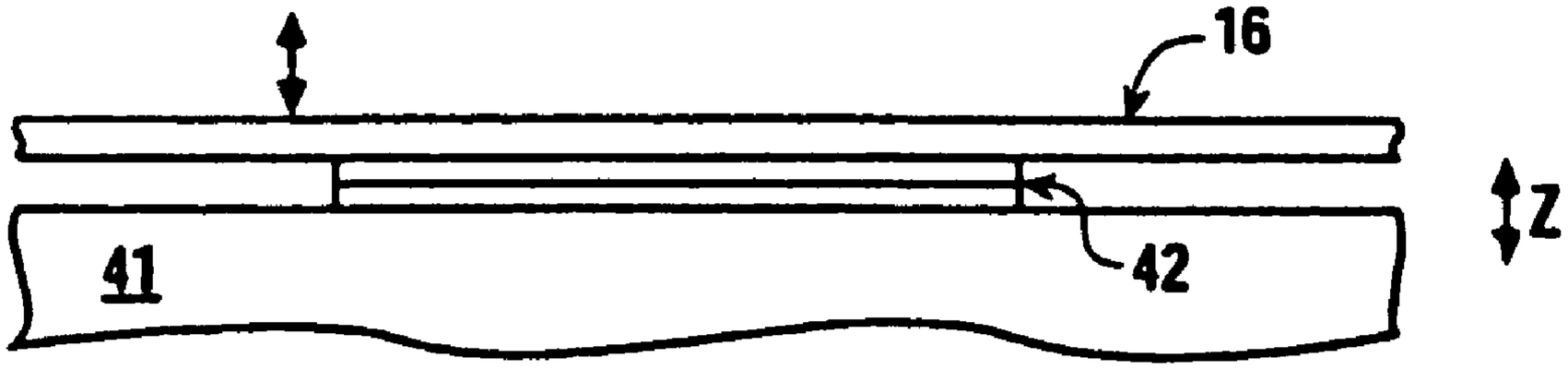


FIG. 4

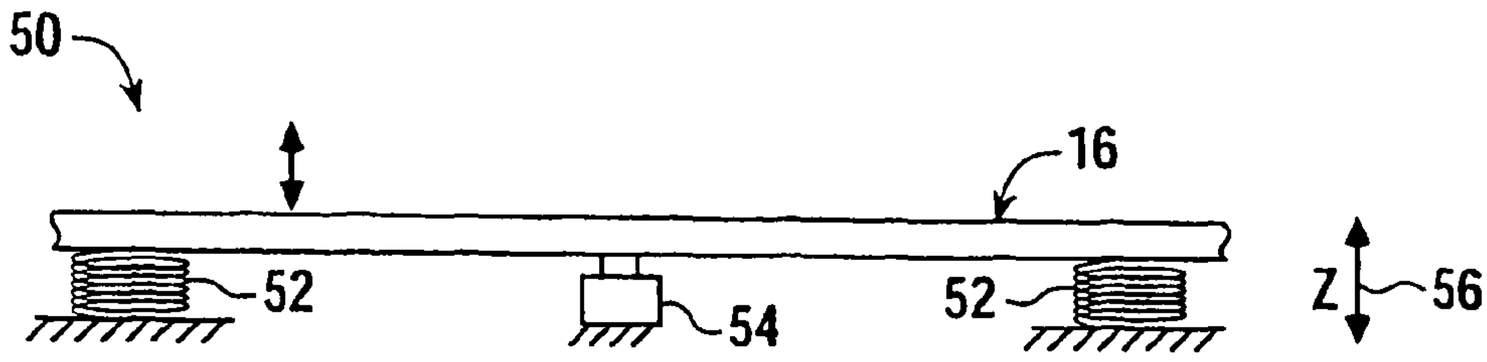


FIG. 5

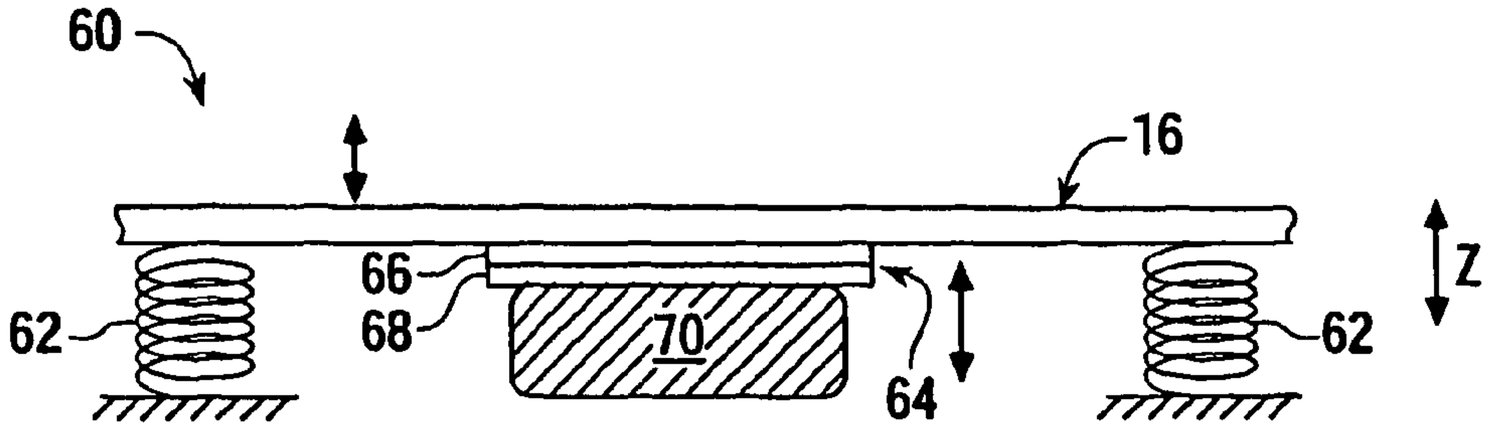


FIG. 6

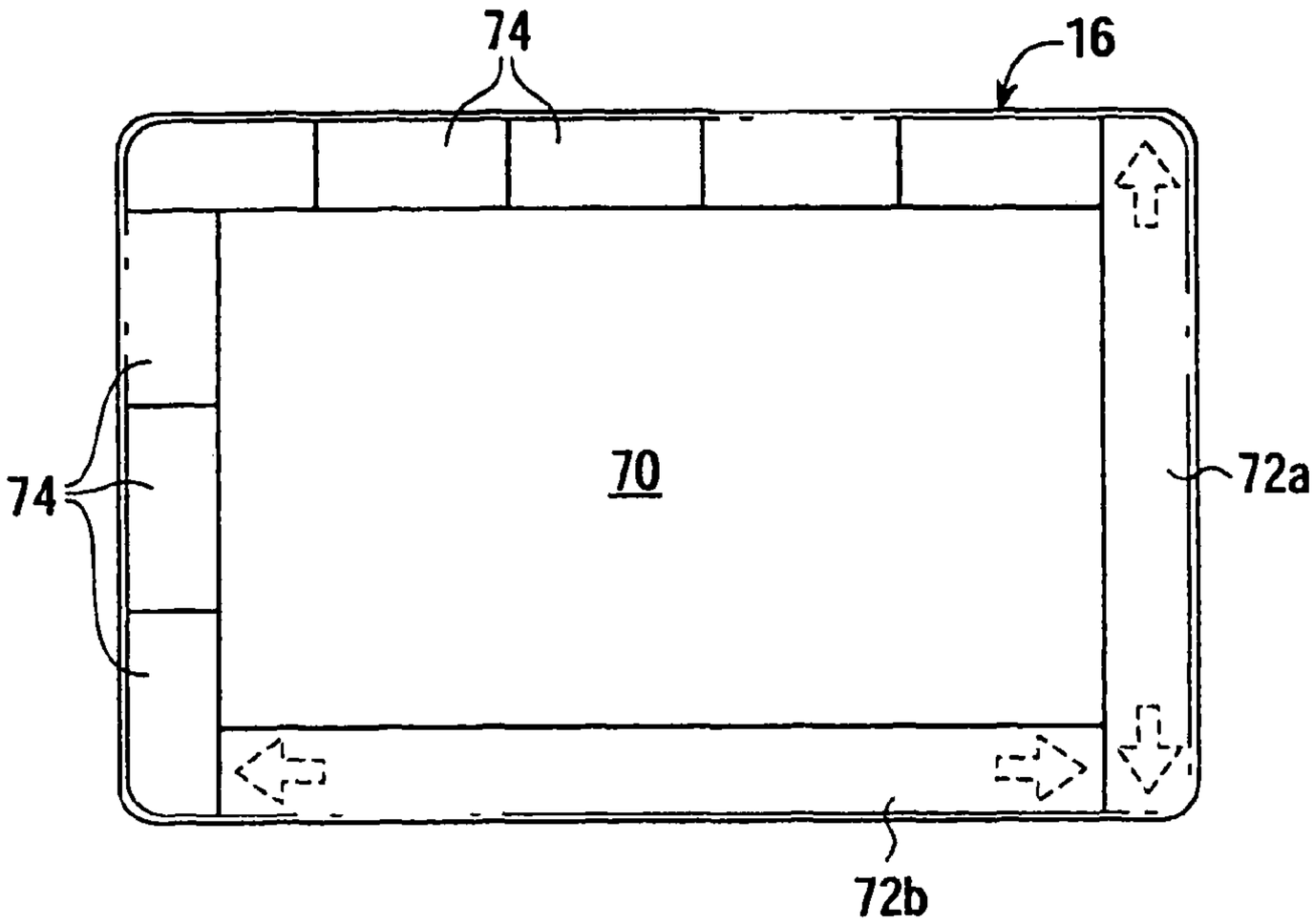


FIG. 7

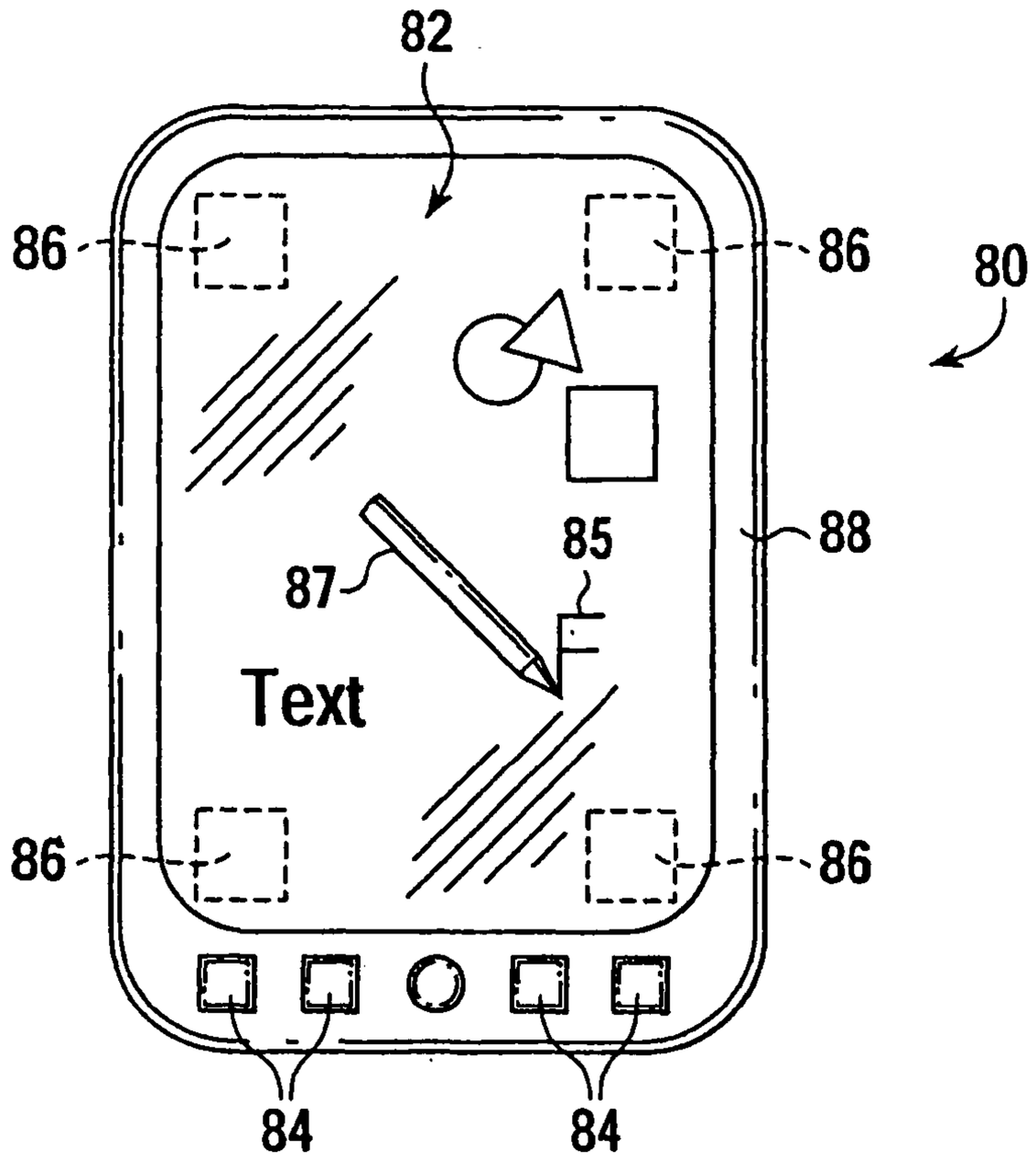


FIG. 8A

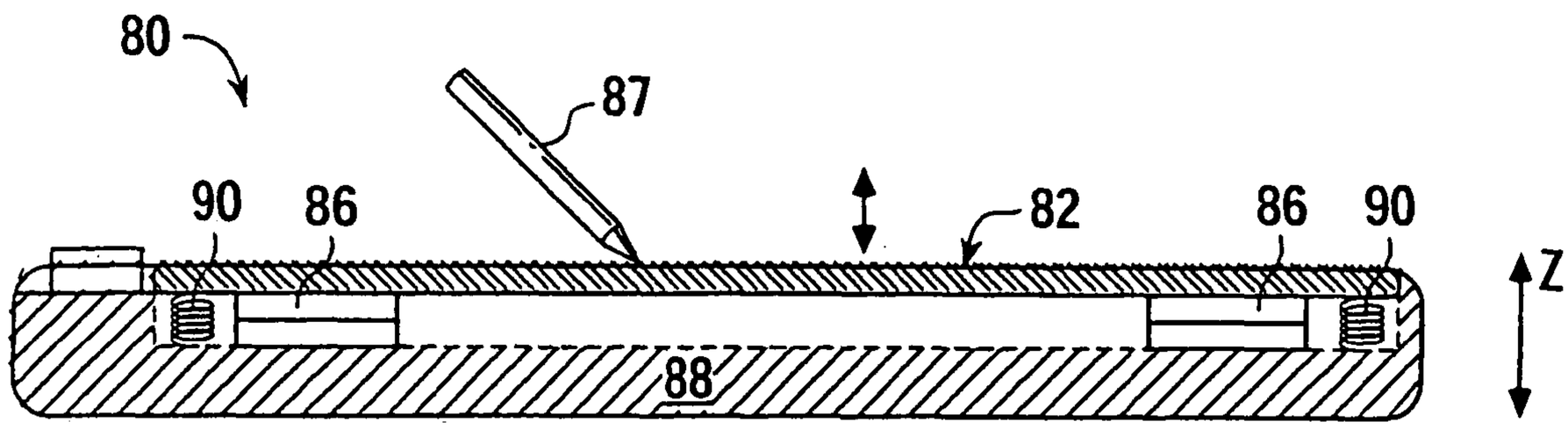


FIG. 8B

HAPTIC FEEDBACK FOR TOUCHPADS AND OTHER TOUCH CONTROL

CROSS REFERENCE TO RELATED APPLICATIONS

This application is a continuation of U.S. patent application Ser. No. 11/805,609 entitled "Haptic Feedback for Touchpads and Other Touch Controls," filed May 23, 2007, which is a continuation of U.S. Pat. No. 7,148,875, entitled "Haptic Feedback for Touchpads and Other Touch Controls," issued Dec. 12, 2006, which is a continuation of U.S. Pat. No. 6,429,846, entitled "Haptic Feedback for Touchpads and Other Touch Controls," issued Aug. 6, 2002, which is a continuation-in-part of U.S. Pat. No. 6,563,487, entitled "Haptic Feedback for Directional Control Pads," issued May 13, 2003, which is a continuation-in-part of U.S. Pat. No. 6,243,078, entitled "Low Cost Force Feedback Pointing Device," issued Jun. 5, 2001, which is a continuation-in-part of U.S. Pat. No. 6,184,868, entitled "Haptic Feedback Control Devices," issued Feb. 6, 2001, which is a continuation-in-part of U.S. Pat. No. 6,088,019, entitled "Low Cost Force Feedback Device with Actuator for Non-Primary Axis," issued Jul. 11, 2000.

BACKGROUND

The subject matter described relates generally to the interfacing with computer and mechanical devices by a user, and more particularly to devices used to interface with computer systems and electronic devices and which provide haptic feedback to the user.

Humans interface with electronic and mechanical devices in a variety of applications, and the need for a more natural, easy-to-use, and informative interface is a constant concern. In the context, humans interface with computer devices for a variety of applications. One such application is interacting with computer-generated environments such as games, simulations, and application programs. Computer input devices such as mice and trackballs are often used to control a cursor within a graphical environment and provide input in these applications.

In some interface devices, force feedback or tactile feedback is also provided to the user, collectively known herein as "haptic feedback." For example, haptic versions of joysticks, mice, gamepads, steering wheels, or other types of devices can output forces to the user based on events or interactions occurring within the graphical environment, such as in a game or other application program.

In portable computer or electronic devices, such as laptop computers, mice typically too large a workspace to be practical. As a result, more compact devices such as trackballs are often used. A more popular device for portable computers are "touchpads," which are small rectangular, planar pads provided near the keyboard of the computer. The touchpads senses the location of a pointing object by any of a variety of sensing technologies, such as capacitive sensors or pressure sensors that detect pressure applied to the touchpad. The user contacts the touchpad most commonly with a fingertip and moves his or her finger on the pad to move a cursor displayed in the graphical environment. In other embodiments, the user can operate a stylus in conjunction with the touchpad by pressing the stylus tip on the touchpad and moving the stylus.

One problem with existing touchpads is that there is no haptic feedback provided to the user. The user of a touchpad is therefore not able to experience haptic sensations that assist and inform the user of targeting and other control tasks within the graphical environment. The touchpads of the prior art also cannot take advantage of existing haptic-enabled software run on the portable computer.

OVERVIEW

An embodiment is directed to a haptic feedback planar touch control used to provide input to a computer system. The control can be a touchpad provided on a portable computer, or can be a touch screen found on a variety of devices. The haptic sensations output on the touch control enhance interactions and manipulations in a displayed graphical environment or when controlling an electronic device.

More specifically, the embodiment relates to a haptic feedback touch control for inputting signals to a computer and for outputting forces to a user of the touch control. The control includes a touch input device including an approximately planar touch surface operative to input a position signal to a processor of said computer based on a location of user contact on the touch surface. The computer positions a cursor in a graphical environment displayed on a display device based at least in part on the position signal. At least one actuator is also coupled to the touch input device and outputs a force on the touch input device to provide a haptic sensation to the user contacting the touch surface. The actuator outputs the force based on force information output by the processor to the actuator.

The touch input device can be a touchpad separate from a display screen of the computer, or can be included in a display screen of the computer as a touch screen. The touch input device can be integrated in a housing of the computer or handheld device, or provided in a housing that is separate from the computer. The user contacts the touch surface with a finger, a stylus, or other object. The force is preferably a linear force output approximately perpendicularly to a plane of the touch surface of the touch input device, and the actuator can include a piezo-electric actuator, a voice coil actuator, a pager motor, a solenoid, or other type of actuator. In one embodiment, the actuator is coupled between the touch input device and a grounded surface. In another embodiment, the actuator is coupled to an inertial mass, wherein said actuator outputs an inertial force on the touch input device approximately along an axis perpendicular to the planar touch surface. A touch device microprocessor separate from the main processor of the computer can receive force information from the host computer and provide control signals based on the force information to control the actuator.

The haptic sensations, such as a pulse, vibration, or spatial texture, are preferably output in accordance with an interaction of a controlled cursor with a graphical object in the graphical environment. For example, a pulse can be output when the cursor is moved between menu elements in a menu, moved over said icon, or moved over a hyperlink. The touch input device can include multiple different regions, where at least one of the regions provides the position signal and at least one other region provides a signal that is used by the computer to control a different function, such as rate control function of a value or a button press. Different regions and borders between regions can be associated with different haptic sensations.

An embodiment advantageously provides haptic feedback to a planar touch control device of a computer, such as a touchpad or touch screen. The haptic feedback can assist and inform the user of interactions and events within a graphical user interface or other environment and ease cursor targeting tasks. Furthermore, an embodiment allows portable computer devices having such touch controls to take advantage of exist-

ing haptic feedback enabled software. The haptic touch devices disclosed herein are also inexpensive, compact and consume low power, allowing them to be easily incorporated into a wide variety of portable and desktop computers and electronic devices.

These and other advantages will become apparent to those skilled in the art upon a reading of the following specification and a study of the several figures of the drawing.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. **1** is a perspective view of a haptic touchpad;

FIG. **2** is a perspective view of a remote control device including the touchpad;

FIG. **3** is a perspective view of a first embodiment of the touchpad including one or more actuators coupled to the underside of the touchpad;

FIG. **4** is a side elevational view of a first embodiment in which a piezo-electric actuator is directly coupled to the touchpad;

FIG. **5** is a side elevational view of a second embodiment of the touchpad including a linear actuator;

FIG. **6** is a side elevational view of a third embodiment of the touchpad having an inertial mass;

FIG. **7** is a top plan view of an example of a touchpad having different control regions; and

FIGS. **8***a* and **8***b* are top plan and side cross sectional views, respectively, of a touch screen embodiment.

DETAILED DESCRIPTION

FIG. **1** is a perspective view of a portable computer **10** including a haptic touchpad. Computer **10** is preferably a portable or "laptop" computer that can be carried or otherwise transported by the user and may be powered by batteries or other portable energy source in addition to other more stationary power sources. Computer **10** preferably runs one or more host application programs with which a user is interacting via peripherals.

Computer **10** may include the various input and output devices as shown, including a display device **12** for outputting graphical images to the user, a keyboard **14** for providing character or toggle input from the user to the computer, and a touchpad **16**. Display device **12** can be any of a variety of types of display devices; flat-panel displays are most common on portable computers. Display device **12** can display a graphical environment **18** based on application programs and/or operating systems that are running, such as a graphical user interface (GUI), that can include a cursor **20** that can be moved by user input, as well as windows **22**, icons **24**, and other graphical objects well known in GUI environments. Other devices may also be incorporated or coupled to the computer **10**, such as storage devices (hard disk drive, DVD-ROM drive, etc.), network server or clients, game controllers, etc. In alternate embodiments, the computer **10** can take a wide variety of forms, including computing devices that rest on a tabletop or other surface, stand-up arcade game machines, other portable devices or devices worn on the person, handheld or used with a single hand of the user, etc. For example, host computer **10** can be a video game console, personal computer, workstation, a television "set top box" or a "network computer", or other computing or electronic device.

Touchpad device **16** preferably appears externally to be similar to the touchpads of the prior art. Pad **16** includes a planar, rectangular smooth surface that can be positioned below the keyboard **14** on the housing of the computer **10**, as shown, or may be positioned at other areas of the housing. When the user operates the computer **10**, the user may conveniently place a fingertip or other object on the touchpad **16** and move the fingertip to correspondingly move cursor **20** in the graphical environment **18**.

In operation, the touchpad **16** inputs coordinate data to the main microprocessor(s) of the computer **10** based on the sensed location of an object on (or near) the touchpad. As with many touchpads of the prior art, touchpad **16** can be capacitive, resistive, or use a different type of sensing. Some existing touchpad embodiments are disclosed, for example, in U.S. Pat. Nos. 5,521,336 and 5,943,044. Capacitive touchpads typically sense the location of an object on or near the surface of the touchpad based on capacitive coupling between capacitors in the touchpad and the object. Resistive touchpads are typically pressure-sensitive, detecting the pressure of a finger, stylus, or other object against the pad, where the pressure causes conductive layers, traces, switches, etc. in the pad to electrically connect. Some resistive or other types of touchpads can detect the amount of pressure applied by the user and can use the degree of pressure for proportional or variable input to the computer **10**. Resistive touchpads typically are at least partially deformable, so that when a pressure is applied to a particular location, the conductors at that location are brought into electrical contact. Such deformability can be useful since it can potentially amplify the magnitude of output forces such as pulses or vibrations on the touchpad. Forces can be amplified if a tuned compliant suspension is provided between an actuator and the object that is moved, as described in U.S. Pat. No. 6,680,729. Capacitive touchpads and other types of touchpads that do not require significant contact pressure may be better suited in many embodiments, since excessive pressure on the touchpad may in some cases interfere with the motion of the touchpad for haptic feedback. Other types of sensing technologies can also be used in the touchpad. Herein, the term "touchpad" preferably includes the surface of the touchpad **16** as well as any sensing apparatus included in the touchpad unit.

Touchpad **16** preferably operates similarly to existing touchpads, where the speed of the fingertip on the touchpad correlates to the distance that the cursor is moved in the graphical environment. For example, if the user moves his or her finger quickly across the pad, the cursor is moved a greater distance than if the user moves the fingertip more slowly. If the user's finger reaches the edge of the touchpad before the cursor reaches a desired destination in that direction, then the user can simply move his or her finger off the touchpad, reposition the finger away from the edge, and continue moving the cursor. This is an "indexing" function similar to lifting a mouse off a surface to change the offset between mouse position and cursor. Furthermore, many touchpads can be provided with particular regions that are each assigned to particular functions that can be unrelated to cursor positioning. Such an embodiment is described in greater detail below with respect to FIG. **7**. In some embodiments the touchpad **16** may also allow a user to "tap" the touchpad (rapidly touch and remove the object from the pad) in a particular location to provide a command. For example, the user can tap or "double tap" the pad with a finger while the controlled cursor is over an icon to select that icon.

The touchpad **16** is provided with the ability to output haptic feedback such as tactile sensations to the user who is physically contacting the touchpad **16**. Various embodiments detailing the structure of the haptic feedback touchpad are described in greater detail below. Preferably, the forces output on the touchpad are linear (or approximately linear) and oriented along the z-axis, approximately perpendicular to the

surface of the touchpad **16** and the top surface of computer **10**. In a different embodiment, forces can be applied to the touchpad **16** to cause side-to-side (e.g., x-y) motion of the pad in the plane of its surface in addition to or instead of z-axis motion, although such motion is not preferred.

Using one or more actuators coupled to the touchpad **16**, a variety of haptic sensations can be output to the user who is contacting the pad. For example, jolts, vibrations (varying or constant amplitude), and textures can be output. Forces output on the pad can be at least in part based on the location of the finger on the pad or the state of a controlled object in the graphical environment of the host computer **10**, and/or independent of finger position or object state. Such forces output on the touchpad **16** are considered "computer-controlled" since a microprocessor or other electronic controller is controlling the magnitude and/or direction of the force output of the actuator(s) using electronic signals. Preferably, the entire pad **16** is provided with haptic sensations as a single unitary member; in other embodiments, individually-moving portions of the pad can each be provided with its own haptic feedback actuator and related transmissions so that haptic sensations can be provided for only a particular portion. For example, some embodiments may include a touchpad having different portions that may be flexed or otherwise moved with respect to other portions of the pad.

In other embodiments, the touchpad **16** can be provided in a separate housing that is connected to a port of the computer **10** via a cable or via wireless transmission and which receives force information from and sends position information to the computer **10**. For example, Universal Serial Bus (USB), Firewire, or a standard serial bus can connect such a touchpad to the computer **10**. In such an embodiment, the computer **10** can be any desktop or stationary computer or device and need not be a portable device.

One or more buttons **26** can also be provided on the housing of the computer **10** to be used in conjunction with the touchpad **16**. The user's hands have easy access to the buttons, each of which may be pressed by the user to provide a distinct input signal to the host computer **12**. Typically, each button **26** corresponds to a similar button found on a mouse input device, so that a left button can be used to select a graphical object (click or double click), a right button can bring up a context menu, etc. In some embodiments, one or more of the buttons **26** can be provided with tactile feedback as described in U.S. Pat. Nos. 6,184,868 and 6,563,487. Other features of these disclosures may also be used.

Furthermore, in some embodiments, one or more moveable portions **28** of the housing of the computer device **10** can be included which is contacted by the user when the user operates the touchpad **16** and which can provide haptic feedback. Having a moveable portion of a housing for haptic feedback is described in U.S. Pat. Nos. 6,184,868 and 6,088,019. Thus, both the housing can provide haptic feedback (e.g., through the use of an eccentric rotating mass on a motor coupled to the housing) and the touchpad **16** can provide separate haptic feedback. This allows the host to control two different tactile sensations simultaneously to the user, for example, a vibration of a low frequency can be conveyed through the housing to the user and a higher frequency vibration can be conveyed to the user through the touchpad **16**. Each other button or other control provided with haptic feedback can also provide tactile feedback independently from the other controls.

The host application program(s) and/or operating system preferably displays graphical images of the environment on display device **12**. The software and environment running on the host computer **12** may be of a wide variety. For example, the host application program can be a word processor, spreadsheet, video or computer game, drawing program, operating system, graphical user interface, simulation, Web page or browser that implements HTML or VRML instructions, scientific analysis program, virtual reality training program or application, or other application program that utilizes input from the touchpad **16** and outputs force feedback commands to the touchpad **16**. For example, many games and other application programs include force feedback functionality and may communicate with the touchpad **16** using a standard protocol/drivers such as I-Force®, FEELit®, or Touchsense™ available from Immersion Corporation of San Jose, Calif.

The touchpad **16** can include circuitry necessary to report control signals to the microprocessor of the host computer **10** and to process command signals from the host's microprocessor. For example, appropriate sensors (and related circuitry) are used to report the position of the user's finger on the touchpad **16**. The touchpad device also includes circuitry that receives signals from the host and outputs tactile sensations in accordance with the host signals using one or more actuators. In some embodiments, a separate, local microprocessor can be provided for the touchpad **16** to both report touchpad sensor data to the host and/or to carry out force commands received from the host, such commands including, for example, the type of haptic sensation and parameters describing the commanded haptic sensation. Alternatively, the touchpad microprocessor can simply pass streamed data from the main processor to the actuators. The term "force information" can include both commands/parameters and streamed data. The touchpad microprocessor can implement haptic sensations independently after receiving a host command by controlling the touchpad actuators; or, the host processor can maintain a greater degree of control over the haptic sensations by controlling the actuators more directly. In other embodiments, logic circuitry such as state machines provided for the touchpad **16** can handle haptic sensations as directed by the host main processor. Architectures and control methods that can be used for reading sensor signals and providing haptic feedback for a device are described in greater detail in U.S. Pat. No. 5,734,373 and co-pending application Nos. 60/156,354, 60,133,208, 09/376,649, U.S. Pat. No. 6,639,581 and 60/160,401.

FIG. **2** is a perspective view of another embodiment of a device which can include the active touchpad **16**. The device can be a handheld remote control device **30**, which the user grasps in one hand and manipulates controls to access the functions of an electronic device or appliance remotely by a user (such as a television, video cassette recorder or DVD player, audio/video receiver, Internet or network computer connected to a television, etc.). For example, several buttons **32** can be included on the remote control device **30** to manipulate functions of the controlled apparatus. A touchpad **16** can also be provided to allow the user to provide more sophisticated directional input. For example, a controlled apparatus may have a selection screen in which a cursor may be moved, and the touchpad **16** can be manipulated to control the cursor in two dimensions. The touchpad **16** includes the ability to output haptic sensations to the user as described herein, based on a controlled value or event. For example, a volume level passing a mid-point or reaching a maximum level can cause a pulse to be output to the touchpad and to the user.

In one application, the controlled apparatus can be a computer system such as Web-TV from Microsoft Corp. or other computing device which displays a graphical user interface and/or web pages accessed over a network such as the Internet. The user can control the direction of the cursor by moving

a finger (or other object) on the touchpad **16**. The cursor can be used to select and/or manipulate icons, windows, menu items, graphical buttons, slider bars, scroll bars, or other graphical objects in a graphical user interface or desktop interface. The cursor can also be used to select and/or manipulate graphical objects on a web page, such as links, images, buttons, etc. Other force sensations associated with graphical objects are described below with reference to FIG. **7**.

FIG. **3** is a perspective view of a first embodiment **40** of a touchpad **16** for providing haptic feedback to the user. In this embodiment, one or more piezoelectric actuators **42** are coupled to the underside of the touchpad **16**. The piezoelectric actuator **42** is driven by suitable electronics, as is well known to those skilled in the art. In one embodiment, a single piezoelectric actuator **42** is positioned at or near the center of the touchpad **16**, or off to one side if space constraints of the housing require such a position. In other embodiments, multiple piezoelectric actuators **42** can be positioned at different areas of the touchpad; the dashed lines show one configuration, where an actuator **42** is placed at each corner of the pad **16** and at the center of the pad.

The piezoelectric actuators **42** can each output a small pulse, vibration, or texture sensation on the touchpad **16** and to the user if the user is contacting the touchpad. The entire touchpad **16** is preferably moved with the forces output by actuator(s) **42**. Preferably, the forces output on the touchpad are linear (or approximately linear) and along the z-axis, approximately perpendicular to the surface of the touchpad **16** and the top surface of computer **10**. In a different embodiment, as mentioned above, forces can be applied to the touchpad **16** to cause side-to-side (e.g., x-y) motion of the pad in the plane of its surface in addition to or instead of z-axis motion. For example, one linear actuator can provide motion for the x-axis, and a second linear actuator can provide motion for the y-axis and/or the x-axis.

The frequency of a vibration output by an actuator **42** can be varied by providing different control signals to an actuator **42**. Furthermore, the magnitude of a pulse or vibration can be controlled based on the applied control signal. If multiple actuators **42** are provided, a stronger vibration can be imparted on the touchpad by activating two or more actuators simultaneously. Furthermore, if an actuator is positioned at an extreme end of the touchpad and is the only actuator that is activated, the user may experience a stronger vibration on the side of the touchpad having the actuator than on the opposite side of the touchpad. Different magnitudes and localized effects can be obtained by activating some but not all of the actuators. Since the tip of a user's finger that is touching the pad is fairly sensitive, the output forces do not have to be of a high magnitude for the haptic sensation to be effective and compelling.

Besides using a finger to contact the touchpad, the user may also hold other objects that directly contact the touchpad. Any haptic sensations output on the pad can be transmitted through the held object to the user's hand. For example, the user can hold a stylus having a point that contacts the touchpad **16** more precisely than a finger. Other objects may also be used. In some embodiments, specialized objects can be used to enhance the haptic sensations. For example, a stylus or other object having a flexible portion or compliance may be able to magnify at least some of the touchpad haptic sensations as experienced by the user.

The piezoelectric actuators **42** have several advantages for the touchpad **16**. These actuators can be made very thin and small, allowing their use in compact housings that are typical for portable electronic devices. They also require very low power, and are thus suitable for devices with limited power (e.g., powered by batteries). In some embodiments described herein, power for the actuators can be drawn off a bus connecting the computer to the touchpad (or touch screen). For example, if the touchpad **16** is provided in a separate housing, a Universal Serial Bus can connect the pad to the computer and provide power from the computer to the pad as well as data (e.g. streaming force data, force commands, etc.).

FIG. **4** is a side elevational view of the embodiment **40** of the touchpad **16** as shown in FIG. **3**. Touchpad **16** is directly coupled to a grounded piezo-electric actuator **42** which operates to produce a force on the touchpad **16** when an electrical signal is input to the actuator. Typically, a piezo-electric actuator includes two layers which can move relative to each other when a current is applied to the actuator; here, the grounded portion of the actuator remains stationary with respect to the surrounding housing **41** while the moving portion of the actuator and the touchpad move with respect to the housing **41**. The operation of piezo-electric actuators to output force based on an input electrical signal is well known to those skilled the art.

The touchpad **16** can be coupled only to the actuator **42**, or can be additionally coupled to the housing of the computer device at other locations besides the actuators **42**. Preferably the other couplings are compliant connections, using a material or element such as a spring or foam. If such connections are not made compliant, then the touchpad **16** itself preferably has some compliance to allow portions of the pad to move in response to actuator forces and to convey the haptic sensations to the user more effectively.

Since the touchpad **16** is directly coupled to the actuator **42**, any produced forces are directly applied to the touchpad **16**. The electric signal preferably is obtained from a microprocessor and any circuitry required to convert the microprocessor signal to an appropriate signal for use with the actuator **42**.

FIG. **5** is a side elevational view of another embodiment **50**, in which the touchpad **16** is positioned on one or more springs **52**. The springs **52** couple the touchpad **16** to the rigid housing of the computer **10** and allow the touchpad **16** to be moved along the z-axis **56**. Only a very small range of motion is required to produce effective pulses (jolts) or vibrations on the pad **16**. Stops (not shown) can be positioned to limit the travel of the touchpad **16** to a desired range along the z-axis.

An actuator **54** is also coupled to the touchpad **16** to impart forces on the touchpad and cause the touchpad **16** to move along the z-axis. In the present embodiment, actuator **54** is a linear voice coil actuator, where the moving portion (bobbin) of the actuator is directly coupled to the touchpad **16**. The actuator **54** is grounded to the computer **10** housing and outputs a linear force on the touchpad **16** and thus drives the touchpad along the z-axis. A short pulse or jolt can be output, or the moving portion of the actuator can be oscillated to provide a vibration having a particular desired frequency. The springs **52** cause the touchpad **16** to return to a rest position after a force from the actuator causes the touchpad to move up or down. The springs can also provide a compliant suspension for the touchpad **16** and allow forces output by the actuator **54** to be amplified as explained above. Different types of spring elements can be used in other embodiments to couple the touchpad **16** to the rigid housing, such as leaf springs, foam, flexures, or other compliant materials.

In some embodiments, the user is able to push the touchpad **16** along the z-axis to provide additional input to the computer **10**. For example, a sensor can be used to detect the position of the touchpad **16** along the z-axis, such as an optical sensor, magnetic sensor, Polhemus sensor, etc. The position on the z-axis can be used to provide proportional input to the computer, for example. In addition, other types of forces can be

output along the z-axis, such as spring forces, damping forces, inertial forces, and other position-based forces, as disclosed in U.S. Pat. No. 6,563,487. In addition, 3-D elevations can be simulated in the graphical environment by moving the pad to different elevations along the z-axis. If the pad **16** can be used as an analog input depending on the distance the entire pad is moved along the z-axis, and/or if kinesthetic (force) feedback is applied in the z-axis degree of freedom, then a greater range of motion for the pad **16** along the z-axis is desirable. An elastomeric layer can be provided if the touchpad **16** is able to be pressed by the user to close a switch and provide button or switch input to the computer **10** (e.g. using contact switches, optical switches, or the like). If such z-axis movement of the pad **16** is allowed, it is preferred that the z-axis movement require a relatively large amount of force to move the pad at least initially, since such z-axis movement may not be desired during normal use of the pad by the user.

The voice coil actuator **54** preferably includes a coil and a magnet, where a current is flowed through the coil and interacts with the magnetic field of the magnet to cause a force on the moving portion of the actuator (the coil or the magnet, depending on the implementation), as is well known to those skilled in the art and is described in U.S. Pat. No. 6,184,868. Other types of actuators can also be used, such as a standard speaker, an E-core type actuator (as described in U.S. Pat. No. 6,704,001), a solenoid, a pager motor, a DC motor, moving magnet actuator (described in provisional application No. 60/133,208 and U.S. Pat. No. 6,704,001), or other type of actuator. Furthermore, the actuator can be positioned to output linear motion along an axis perpendicular to the z-axis or along another direction different from the z-axis (rotary or linear), where a mechanism converts such output motion to linear motion along the z-axis as is well known to those skilled in the art.

The touchpad **16** can also be integrated with an elastomeric layer and/or a printed circuit board in a sub-assembly, where one or more actuators are coupled to the printed circuit board to provide tactile sensations to the touchpad **16**. Helical springs can also be provided to engage electrical contacts. Or, multiple voice coil actuators can be positioned at different locations under the touchpad **16**. These embodiments are described in U.S. Pat. No. 6,563,487. Any of the actuators described in that patent can also be used.

FIG. **6** is a side elevational view of a third embodiment **60** of the haptic touchpad **16**. In this embodiment, the stationary portion of the actuator is coupled to the touchpad **16**, and the moving portion of the actuator is coupled to an inertial mass to provide inertial haptic sensations.

Touchpad **16** can be compliantly mounted to the rigid housing of the computer device similarly to the embodiments described above. For example, one or more spring elements **62** can be coupled between the touchpad and the housing. These springs can be helical or leaf springs, a compliant material such as rubber or foam, flexures, etc.

One or more actuators **64** are coupled to the underside of the touchpad **16**. In the embodiment of FIG. **6**, a piezoelectric actuator is shown. One portion **66** of each actuator **64** is coupled to the touchpad **16**, and the other portion **68** is coupled to a mass **70**. Thus, when the portion **68** is moved relative to the portion **66**, the mass **70** is moved with the portion **68**. The mass **70** can be any suitable object of the desired weight, such as plastic or metal material. The mass **70** is moved approximately along the z-axis and is not coupled to the housing, allowing free motion. The motion of the mass **70** along the z-axis causes an inertial force that is transmitted through the actuator **64** to the touchpad **16**, and the touchpad **16** moves along the z-axis due to the compliant coupling **62**. The motion of the touchpad **16** is felt by the user contacting the touchpad **16** as a haptic sensation.

In different embodiments, other types of actuators can be used. For example, a linear voice coil actuator as described for FIG. **5** can be used, in which an inertial mass is coupled to the linear-moving portion of the voice coil actuator. Other actuators can also be used, such as solenoids, pager motors, moving magnet actuators, E-core actuators, etc. Many actuators used for inertial haptic sensations are described in U.S. Pat. No. 6,211,861. Furthermore, a rotary actuator can be used, where the rotary output force is converted to a linear force approximately along the z-axis. For example, the rotary force can be converted using a flexure, as described in U.S. Pat. No. 6,697,043.

In the preferred linear force implementation, the direction or degree of freedom that the force is applied on the touchpad with respect to the inertial mass is important. If a significant component of the force is applied in the planar workspace of the touchpad (i.e., along the X or Y axis) with respect to the inertial mass, a short pulse or vibration can interfere with the user's object motion in one or both of those planar degrees of freedom and thereby impair the user's ability to accurately guide a controlled graphical object, such as a cursor, to a given target. Since a primary function of the touchpad is accurate targeting, a tactile sensation that distorts or impairs targeting, even mildly, is undesirable. To solve this problem, the touchpad device applies inertial forces substantially along the Z axis, orthogonal to the planar X and Y axes of the touchpad surface. In such a configuration, tactile sensations can be applied at a perceptually strong level for the user without impairing the ability to accurately position a user controlled graphical object in the X and Y axes of the screen. Furthermore, since the tactile sensations are directed in a third degree of freedom relative to the two-dimensional planar workspace and display screen, jolts or pulses output along the Z axis feel much more like three-dimensional bumps or divots to the user that come "out" or go "into" the screen, increasing the realism of the tactile sensations and creating a more compelling interaction. For example, an upwardly-directed pulse that is output when the cursor is moved over a window border creates the illusion that the user is moving a finger or other object "over" a bump at the window border.

FIG. **7** is a top elevational view of the touchpad **16**. Touchpad **16** can in some embodiments be used simply as a positioning device, where the entire area of the pad provides cursor control. In other embodiments, different regions of the pad can be designated for different functions. In some of these region embodiments, each region can be provided with an actuator located under the region, while other region embodiments may use a single actuator that imparts forces on the entire pad **16**. In the embodiment shown, a central cursor control region **70** is used to position the cursor.

The cursor control region **70** of the pad **16** can cause forces to be output on the pad based on interactions of the controlled cursor with the graphical environment and/or events in that environment. The user moves a finger or other object within region **70** to correspondingly move the cursor **20**. Forces are preferably associated with the interactions of the cursor with displayed graphical objects. For example, a jolt or "pulse" sensation can be output, which is a single impulse of force that quickly rises to the desired magnitude and then is turned off or quickly decays back to zero or small magnitude. The touchpad **16** can be jolted in the z-axis to provide the pulse. A vibration sensation can also be output, which is a time-varying force that is typically periodic. The vibration can cause the touchpad **16** or portions thereof to oscillate back and forth on

the z axis, and can be output by a host or local microprocessor to simulate a particular effect that is occurring in a host application.

Another type of force sensation that can be output on the touchpad **16** is a texture force. This type of force is similar to a pulse force, but depends on the position of the user's finger on the area of the touchpad and/or on the location of the cursor in the graphical environment. Thus, texture bumps are output depending on whether the cursor has moved over a location of a bump in a graphical object. This type of force is spatially-dependent, i.e. a force is output depending on the location of the cursor as it moves over a designated textured area; when the cursor is positioned between "bumps" of the texture, no force is output, and when the cursor moves over a bump, a force is output. This can be achieved by host control (e.g., the host sends the pulse signals as the cursor is dragged over the grating). In some embodiments, a separate touchpad microprocessor can be dedicated for haptic feedback with the touchpad, and the texture effect and be achieved using local control (e.g., the host sends a high level command with texture parameters and the sensation is directly controlled by the touchpad processor). In other cases a texture can be performed by presenting a vibration to a user, the vibration being dependent upon the current velocity of the user's finger (or other object) on the touchpad. When the finger is stationary, the vibration is deactivated; as the finger is moved faster, the frequency and magnitude of the vibration is increased. This sensation can be controlled locally by the touchpad processor (if present), or be controlled by the host. Local control by the pad processor may eliminate communication burden in some embodiments. Other spatial force sensations can also be output. In addition, any of the described force sensations herein can be output simultaneously or otherwise combined as desired.

Different types of graphical objects can be associated with tactile sensations. Tactile sensations can output on the touchpad **16** based on interaction between a cursor and a window. For example, a z-axis "bump" or pulse can be output on the touchpad to signal the user of the location of the cursor when the cursor is moved over a border of a window. When the cursor is moved within the window's borders, a texture force sensation can be output. The texture can be a series of bumps that are spatially arranged within the area of the window in a predefined pattern; when the cursor moves over a designated bump area, a bump force is output on the touchpad. A pulse or bump force can be output when the cursor is moved over a selectable object, such as a link in a displayed web page or an icon. A vibration can also be output to signify a graphical object which the cursor is currently positioned over. Furthermore, features of a document displaying in a window can also be associated with force sensations. For example, a pulse can be output on the touchpad when a page break in a document is scrolled past a particular area of the window. Page breaks or line breaks in a document can similarly be associated with force sensations such as bumps or vibrations.

Furthermore, a menu items in a displayed menu can be selected by the user after a menu heading or graphical button is selected. The individual menu items in the menu can be associated with forces. For example, vertical (z-axis) bumps or pulses can be output when the cursor is moved over the border between menu items. The sensations for certain menu choices can be stronger than others to indicate importance or frequency of use, i.e., the most used menu choices can be associated with higher-magnitude (stronger) pulses than the less used menu choices. Also, currently-disabled menu choices can have a weaker pulse, or no pulse, to indicate that the menu choice is not enabled at that time. Furthermore, when providing tiled menus in which a sub-menu is displayed after a particular menu element is selected, as in Microsoft Windows™, pulse sensations can be sent when a sub-menu is displayed. This can be very useful because users may not expect a sub-menu to be displayed when moving a cursor on a menu element. Icons can be associated with textures, pulses, and vibrations similarly to the windows described above. Drawing or CAD programs also have many features which can be associated with similar haptic sensations, such as displayed (or invisible) grid lines or dots, control points of a drawn object, etc.

In other related interactions, when a rate control or scrolling function is performed with the touchpad (through use of the cursor), a vibration can be displayed on the device to indicate that scrolling is in process. When reaching the end of a numerical range that is being adjusted (such as volume), a pulse can be output to indicate that the end of the range has been reached. Pulse sensations can be used to indicate the location of the "ticks" for discrete values or settings in the adjusted range. A pulse can also be output to inform the user when the center of the range is reached. Different strength pulses can also be used, larger strength indicating the more important ticks. In other instances, strength and/or frequency of a vibration can be correlated with the adjustment of a control to indicate current magnitude of the volume or other adjusted value. In other interactions, a vibration sensation can be used to indicate that a control function is active. Furthermore, in some cases a user performs a function, like selection or cutting or pasting a document, and there is a delay between the button press that commands the function and the execution of the function, due to processing delays or other delays. A pulse sensation can be used to indicate that the function (the cut or paste) has been executed.

Furthermore, the magnitude of output forces on the touchpad can depend on the event or interaction in the graphical environment. For example, the force pulse can be a different magnitude of force depending on the type of graphical object encountered by the cursor. For example, a pulses of higher magnitude can be output when the cursor moves over windows, while pulses of lower magnitude can be output when the cursor moves over icons. The magnitude of the pulses can also depend on other characteristics of graphical objects, such as an active window as distinguished a background window, file folder icons of different priorities designated by the user, icons for games as distinguished from icons for business applications, different menu items in a drop-down menu, etc. The user or developer can also preferably associate particular graphical objects with customized haptic sensations.

User-independent events can also be relayed to the user using haptic sensations on the touchpad. An event occurring within the graphical environment, such as an appointment reminder, receipt of email, explosion in a game, etc., can be signified using a vibration, pulse, or other time-based force. The force sensation can be varied to signify different events of the same type. For example, vibrations of different frequency can each be used to differentiate different events or different characteristics of events, such as particular users sending email, the priority of an event, or the initiation or conclusion of particular tasks (e.g. the downloading of a document or data over a network). When the host system is "thinking," requiring the user to wait while a function is being performed or accessed (usually when a timer is displayed by the host) it is often a surprise when the function is complete. If the user takes his or her eyes off the screen, he or she may not be aware that the function is complete. A pulse sensation can be sent to indicate that the "thinking" is over.

A software designer may want to allow a user to be able to select options or a software function by positioning a cursor over an area on the screen using the touchpad, but not require pressing a physical button or tapping the touchpad to actually select the option. Currently, it is problematic to allow such selection because a user has physical confirmation of execution when pressing a physical button. A pulse sent to the touchpad can act as that physical confirmation without the user having to press a button or other control for selection. For example, a user can position a cursor over a web page element, and once the cursor is within the desired region for a given period of time, an associated function can be executed. This is indicated to the user through a tactile pulse sent to the pad **16**.

The above-described force sensations can also be used in games or simulations. For example, a vibration can be output when a user-controlled racing car is driving on a dirt shoulder of a displayed road, a pulse can be output when the car collides with another object, and a varying-frequency vibration can be output when a vehicle engine starts and rumbles. The magnitude of pulses can be based on the severity of a collision or explosion, the size of the controlled graphical object or entity (and/or the size of a different graphical object/entity that is interacted with), etc. Force sensations can also be output based on user-independent events in the game or simulation, such as pulses when bullets are fired at the user's character.

The above haptic sensations can be similar to those described in U.S. Pat. Nos. 6,243,078 and 6,211,861. Other control devices or grips that can include a touchpad **16** in its housing include a gamepad, mouse or trackball device for manipulating a cursor or other graphical objects in a computer-generated environment; or a pressure sphere or the like. For example, the touchpad **16** can be provided on the housing of a computer mouse to provide additional input to the host computer. Furthermore, selective disturbance filtering of forces, as described in U.S. Pat. No. 6,020,876, and shaping of force signals to drive the touchpad with impulse waves as described in U.S. Pat. No. 5,959,613, can be used. Such impulses are also effective when driven with stored power in a battery on the computer **10** or from a bus such as USB connected to a host computer.

The touchpad **16** can also be provided with different control regions that provide separate input from the main cursor control region **70**. In some embodiments, the different regions can be physically marked with lines, borders, or textures on the surface of the pad **16** (and/or sounds from the computer **10**) so that the user can visually, audibly, and/or or tactilely tell which region he or she is contacting on the pad.

For example, scroll or rate control regions **62***a* and **62***b* can be used to provide input to perform a rate control task, such as scrolling documents, adjusting a value (such as audio volume, speaker balance, monitor display brightness, etc.), or panning/tilting the view in a game or virtual reality simulation. Region **62***a* can be used by placing a finger (or other object) within the region, where the upper portion of the region will increase the value, scroll up, etc., and the lower portion of the region will decrease the value, scroll down, etc. In embodiments that can read the amount of pressure placed on the pad **16**, the amount of pressure can directly control the rate of adjustment; e.g., a greater pressure will cause a document to scroll faster. The region **62***b* can similarly be used for horizontal (left/right) scrolling or rate control adjustment of a different value, view, etc.

Particular haptic effects can be associated with the control regions **62***a* and **62***b*. For example, when using the rate control region **62***a* or **62***b*, a vibration of a particular frequency can be output on the pad **16**. In those embodiments having multiple actuators, an actuator placed directly under the region **62***a* or **62***b* can be activated to provide a more localized tactile sensation for the "active" (currently used) region. As a portion of a region **62** is pressed for rate control, pulses can be output on the pad (or region of the pad) to indicate when a page has scroll by, a particular value has passed, etc. A vibration can also be continually output while the user contacts the region **62***a* or **62***b*.

Other regions **64** can also be positioned on the touchpad **16**. For example, each of regions **64** provides a small rectangular area, like a button, which the user can point to in order to initiate a function associated with the pointed-to region. The regions **64** can initiate such computer functions as running a program, opening or closing a window, going "forward" or "back" in a queue of web pages in a web browser, powering the computer **10** or initiating a "sleep" mode, checking mail, firing a gun in a game, cutting or pasting data from a buffer, selecting a font, etc. The regions **64** can duplicate functions and buttons provided in an application program or provide new, different functions.

Similarly to regions **62**, the regions **64** an each be associated with haptic sensations; for example, a region **64** can provide a pulse sensation when it has been selected by the user, providing instant feedback that the function has been selected. Furthermore, the same types of regions can be associated with similar-feeling haptic sensations. For example, each word processor related region **64** can, when pointed to, cause a pulse of a particular strength, while each game-related region can provide a pulse of different strength or a vibration. Furthermore, when the user moves the pointing object from one region **62** or **64** to another, a haptic sensation (such as a pulse) can be output on the pad **16** to signify that a region border has been crossed.

In addition, the regions are preferably programmable in size and shape as well as in the function with which they are associated. Thus, the functions for regions **64** can change based on an active application program in the graphical environment and/or based on user preferences input to and/or stored on the computer **10**. Preferably, the size and location of each of the regions can be adjusted by the user or by an application program, and any or all of the regions can be completely removed if desired. Furthermore, the user is preferably able to assign particular haptic sensations to particular areas or types of areas based on types of functions associated with those areas, as desired. Different haptic sensations can be designed in a tool such as Immersion Studio™ available from Immersion Corporation of San Jose, Calif.

It should be noted that the regions **62** and **64** need not be physical regions of the touchpad **16**. That is, the entire touchpad **16** surface need merely provide coordinates of user contact to the processor of the computer and software on the computer can designate where different regions are located. The computer can interpret the coordinates and, based on the location of the user contact, can interpret the touchpad input signal as a cursor control signal or a different type of signal, such as rate control, button function, etc. The local touchpad microprocessor, if present, may alternatively interpret the function associated with the user contact location and report appropriate signal or data to the host processor (such as position coordinates or a button signal), thus keeping the host processor ignorant of the lower level processing. In other embodiments, the touchpad **16** can be physically designed to output different signals to the computer based on different regions marked on the touchpad surface that are contacted by the user; e.g. each region can be sensed by a different sensor or sensor array.

FIGS. **8***a* and **8***b* are top plan and side cross-sectional views, respectively, of another computer device embodiment **80** including a form of the haptic touchpad **16**. Device **80** is in the form of a portable computer device such as "personal digital assistant" (PDA), a "pen-based" computer, "electronic book", or similar device (collectively known as a "personal digital assistant" or PDA herein). Those devices which allow a user to input information by touching a display screen or readout in some fashion are primarily relevant to this embodiment. Such devices can include the Palm Pilot from 3Com Corp., the Newton from Apple Computer, pocket-sized computer devices from Casio, Hewlett-Packard, or other manufacturers, cellular phones or pagers having touch screens, etc.

In one embodiment of a device **80**, a display screen **82** typically covers a large portion of the surface of the computer device **80**. Screen **82** is preferably a flat-panel display as is well known to those skilled in the art and can display text, images, animations, etc.; in some embodiments screen **80** is as functional as any personal computer screen. Display screen **82** is preferably a "touch screen" that includes sensors which allow the user to input information to the computer device **80** by physically contacting the screen **80** (i.e. it is another form of planar "touch device" similar to the touchpad **16**). For example, a transparent sensor film can be overlaid on the screen **80**, where the film can detect pressure from an object contacting the film. The sensor devices for implementing touch screens are well known to those skilled in the art.

The user can select graphically-displayed buttons or other graphical objects by pressing a finger or a stylus to the screen **82** at the exact location where the graphical object is displayed. Furthermore, some embodiments allow the user to "draw" or "write" on the screen by displaying graphical "ink" images **85** at locations where the user has pressed a tip of a stylus, finger, or other object. Handwritten characters can be recognized by software running on the device microprocessor as commands, data, or other input. In other embodiments, the user can provide input additionally or alternatively through voice recognition, where a microphone on the device inputs the user's voice which is translated to appropriate commands or data by software running on the device. Physical buttons **84** can also be included in the housing of the device **80** to provide particular commands to the device **80** when the buttons are pressed. Many PDA's are characterized by the lack of a standard keyboard for character input from the user; rather, an alternative input mode is used, such as using a stylus to draw characters on the screen, voice recognition, etc. However, some PDA's also include a fully-functional keyboard as well as a touch screen, where the keyboard is typically much smaller than a standard-sized keyboard. In yet other embodiments, standard-size laptop computers with standard keyboards may include flat-panel touch-input display screens, and such screens (similar to screen **12** of FIG. **1**) can be provided with haptic feedback.

The touch screen **82** provides haptic feedback to the user similarly to the touchpad **16** described in previous embodiments. One or more actuators **86** can be coupled to the underside of the touch screen **82** to provide haptic feedback such as pulses, vibrations, and textures; for example, an actuator **86** can be positioned near each corner of the screen **82**, as shown in FIG. **8***a*. Other configurations of actuators can also be used. The user can experience the haptic feedback through a finger or a held object such as a stylus **87** that is contacting the screen **82**.

As shown in FIG. **8***b*, the touch screen **82** is preferably coupled to the housing **88** of the device **80** by one or more spring or compliant elements **90**, such as helical springs, leaf springs, flexures, or compliant material (foam, rubber, etc.) The compliant element allows the touch screen **82** to move approximately along the z-axis, thereby providing haptic feedback similarly to the touchpad embodiments described above. Actuators **86** can be piezo-electric actuators, voice coil actuators, or any of the other types of actuators described above for the touchpad embodiments. As shown in FIG. **8***b*, the actuators **86** are directly coupled to the touch screen **82** similarly to the touchpad embodiment of FIG. **3**; alternatively, an inertial mass can be moved to provide inertial feedback in the z-axis of the touch screen, similarly to the touchpad embodiment of FIG. **6**. Other features described above for the touchpad are equally applicable to the touch screen embodiment **80**.

In the embodiments of touch input devices (touchpad and touch screen) described herein, it is also advantageous that contact of the user is detected by the touch input device. Since haptic feedback need only be output when the user is contacting the touch device, this detection allows haptic feedback to be stopped (actuators "turned off") when no objects are contacting the touch input device. This feature can conserve battery power for portable devices. If a local touch device microprocessor (or similar circuitry) is being used in the computer, such a microprocessor can turn off actuator output when no user contact is sensed, thus alleviating the host processor of additional computational burden.

While the subject matter has been described in terms of several preferred embodiments, it is contemplated that alterations, permutations, and equivalents thereof will become apparent to those skilled in the art upon a reading of the specification and study of the drawings. For example, many different types of actuators can be used to output tactile sensations to the user. Furthermore, many of the features described in one embodiment can be used interchangeably with other embodiments. Furthermore, certain terminology has been used for the purposes of descriptive clarity, and not to be limiting.

What is claimed is:

1. A haptic feedback device comprising:

a user interface device responsive to dynamic and static interactions between a user and the user interface device, wherein the user interface device is configured to distinguish between the dynamic and static interactions between the user and the user interface device; and

an actuator configured to impart a haptic effect to be felt by the user in response to a dynamic interaction between the user and the user interface device.

2. The haptic feedback device of claim **1**, wherein the haptic feedback device comprises a portable computing device, a PDA, a pager, or a cellular phone.

3. The haptic feedback device of claim **1**, wherein the user interface device comprises a touch screen, a touch pad, or a keypad.

4. The haptic feedback device of claim **1**, further comprising a display configured to display a graphical environment.

5. The haptic feedback device of claim **4**, wherein the user interface device comprises the display.

6. The haptic feedback device of claim **4**, wherein the dynamic interaction comprises an interaction by the user with the graphical environment.

7. The haptic feedback device of claim **4**, wherein the graphical environment comprises a graphical object, and wherein the dynamic interaction comprises a cursor being positioned over the graphical object.

8. The haptic feedback device of claim **7**, wherein the graphical object comprises one or more of an icon, a window, a menu item, a scroll bar, a slider bar, a link, an image, or a button.

9. The haptic feedback device of claim 7, wherein the dynamic interaction further comprises a selection of the graphical object.

10. The haptic feedback device of claim 7, wherein the dynamic interaction further comprises a manipulation of the graphical object.

11. The haptic feedback device of claim 4, wherein the graphical environment comprises one or more features of a document, and wherein the dynamic interaction comprises scrolling the one or more features of the document.

12. The haptic feedback device of claim 4, wherein the graphical environment comprises a menu presented at the display, wherein the menu comprises one or more menu items, and wherein the dynamic interaction comprises navigation between the one or more menu items.

13. The haptic feedback device of claim 12, wherein the one or more menu items comprise a first menu item and a second menu item, wherein the first menu item is associated with a first haptic effect and the second menu item is associated with a second haptic effect different from the first haptic effect.

14. The haptic feedback device of claim 13, wherein at least one of the one or more menu items is associated with a sub-menu, wherein the actuator is configured to impart the haptic effect when the sub-menu is displayed.

15. The haptic feedback device of claim 4, wherein the actuator is configured to impart the haptic effect to be felt by the user in response to a static interaction.

16. The haptic feedback device of claim 15, wherein the static interaction comprises a user-independent event occurring within the graphical environment.

17. The haptic feedback device of claim 16, wherein the user-independent event comprises one or more of a reminder event, an initiation of a task, a processing of the task, a conclusion of the task, a receipt of an email, or an event occurring in a game.

18. The haptic feedback device of claim 1, wherein the actuator is configured to impart the haptic effect to be felt by the user in response to a static interaction, wherein the static interaction comprises a reminder event.

19. A method of haptic feedback at a haptic feedback device, comprising:

responding, by a user interface device of the haptic feedback device, to dynamic and static interactions between a user and the user interface device;

distinguishing, by the user interface device of the haptic feedback device, between dynamic and static interactions between the user and the user interface device; and

imparting, by an actuator of the haptic feedback device, a haptic effect to be felt by the user in response to a dynamic interaction between the user and the user interface device.

20. The method of claim 19, wherein the haptic feedback device comprises a portable computing device, a PDA, a pager, or a cellular phone.

21. The method of claim 19, wherein the user interface device comprises a touch screen, a touch pad, or a keypad.

22. The method of claim 19, further comprising:

displaying, at a display of the haptic feedback device, a graphical environment.

23. The method of claim 22, wherein the user interface device comprises the display.

24. The method of claim 22, wherein the dynamic interaction comprises an interaction by the user with the graphical environment.

25. The method of claim 22, wherein the graphical environment comprises a graphical object, and wherein the dynamic interaction comprises a cursor being positioned over the graphical object.

26. The method of claim 25, wherein the graphical object comprises one or more of an icon, a window, a menu item, a scroll bar, a slider bar, a link, an image, or a button.

27. The method of claim 25, wherein the dynamic interaction further comprises a selection of the graphical object.

28. The method of claim 25, wherein the dynamic interaction further comprises a manipulation of the graphical object.

29. The method of claim 22, wherein the graphical environment comprises one or more features of a document, and wherein the dynamic interaction comprises scrolling the one or more features of the document.

30. The method of claim 22, further comprising:

presenting, by the haptic feedback device, a menu, wherein the menu comprises one or more menu items, and wherein the dynamic interaction comprises navigation between the one or more menu items.

31. The method of claim 30, wherein the one or more menu items comprise a first menu item and a second menu item, wherein the first menu item is associated with a first haptic effect and the second menu item is associated with a second haptic effect different from the first haptic effect.

32. The method of claim 31, wherein at least one of the one or more menu items is associated with a sub-menu, the method further comprising imparting, by the actuator, the haptic effect when the sub-menu is displayed.

33. The method of claim 19, further comprising: imparting, by the actuator, the haptic effect to be felt by the user in response to a static interaction.

34. The method of claim 33, wherein the static interaction comprises a user-independent event occurring within the graphical environment.

35. The method of claim 34, wherein the user-independent event comprises one or more of a reminder event, an initiation of a task, a processing of the task, a conclusion of the task, a receipt of an email, or an event in a game.

36. The method of claim 19, the method further comprising: imparting, by the actuator, the haptic effect to be felt by the user in response to a static interaction, wherein the static interaction comprises a reminder event.

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