

61. The method of claim 60, further comprising:  
simultaneously sensing a plurality of touches on said touch sensing surface; and  
graphically corresponding to an absolute position of each of said plurality of touches on a display device.
62. The method of claim 60, wherein said graphically representing said absolute position on a display device comprises:  
generating a soft keyboard; and  
highlighting a key of said soft keyboard, said key being spatially related to said absolute position of said touch.
63. The method of claim 60, wherein said graphically representing said absolute position on a display device comprises:  
generating an icon on said display device;  
wherein said icon is created in a spatially accurate position on said display device corresponding to an absolute position of said touch on said touch sensing surface.
64. A method for selecting a virtual button on a soft keyboard comprising:  
assigning an initial button to a finger that touches a finger touch sensing surface, said assignment corresponding to an absolute position of said touch of said finger touch sensing surface; and  
modifying said assigned button in response to a movement of said finger.
65. The method of claim 64, wherein said step of assigning an initial button to a finger comprises assigning a plurality of reference keys to a plurality of initial finger placements.
66. The method of claim 65, wherein said plurality of reference keys comprise an "A," an "S," a "D," an "F," a "J," a "K," an "L," and a ";" key.
67. The method of claim 56, further comprising arranging a remaining set of keys on a traditional keyboard in a spatial relationship to said plurality of reference keys.
68. The method of claim 66, wherein said plurality of reference keys are assigned in a non-linear configuration.
69. The method of claim 64, wherein said step of modifying said assigned button comprises:  
sensing an absolute position change of a sensed finger in a first direction; and  
changing said button assignment from said initial button to a virtual button adjacent to said initial button in said first direction.
70. A method for touch typing with a finger touch sensing input device comprising:  
assigning a reference key to each of a plurality of sensed finger touches, said reference keys including one or more of an "A," an "S," a "D," an "F," a "J," a "K," an "L," and a ";" key;  
positionally assigning additional keys on said finger touch sensing input device in spatially relation to said reference keys;  
displaying a soft keyboard on a display device; and  
highlighting said assigned reference keys.
71. The method of claim 70, further comprising identifying fingers associated with said sensed finger touches.
72. The method of claim 71, wherein said step of identifying said fingers comprises:  
scanning said finger touch sensing input device from a middle position of said finger touch sensing device;  
assigning a first sensed finger to either side of said middle position as an index finger;  
assigning a second sensed finger on either side of said middle position as a middle finger;  
assigning a third sensed finger on either side of said middle position as a ring finger; and  
assigning a fourth sensed finger on either side of said middle position as a pinky finger.
73. The method of claim 70, wherein said plurality of sensed finger touches are in a non-linear orientation.
74. The method of claim 70, further comprising dividing said finger touch sensing device into a plurality of touch type zones, each zone being configured to sense a plurality of finger touches from a single hand.
75. The method of claim 74, further comprising independently assigning reference keys in each of said touch type zones.
76. The method of claim 70, wherein said additional keys are assigned to maximize an area of said additional keys.
77. The method of claim 70, further comprising switching to an active space mode if said positionally assigned keys have excessive overlap.
78. The method of claim 70, further comprising defining an acceptable first touch region within said finger touch sensing device.
79. A method for providing visual feedback from an input device comprising:  
sensing multiple touches on a finger touch sensing device;  
generating a designated icon based on a movement of said multiple touches, said icon corresponding to a function assigned to said movement.
80. The method of claim 79, wherein said icon comprises a hand icon configured to perform multiple hand gestures.
81. The method of claim 80, wherein said function comprises one of a cut function, a move function, a paste function, a copy function, a drop function, or a pointer function.
82. The method of claim 79, further comprising generating a plurality of designated icons, wherein each of said icons corresponds to touches from a single hand.
83. A method for providing visual feedback from an input device comprising:  
sensing multiple finger contact on a finger touch sensing device;  
interpreting said multiple finger contact;  
correlating said finger contact interpretation with a function to be performed; and  
generating a cursor in response to said correlation, wherein said cursor is a unique characteristic cursor representative of said function to be performed.
84. The method of claim 83, further comprising generating a pointer icon in response to a sensing of a single finger on said finger touch sensing device.