

- generating a pan signal when the position of the said at least first and second objects changes relative to an initial position.
- 63.** The method as recited in claim 62 further comprising: associating said at least first and second objects to an image on a GUI interface;
- panning the image when a pan signal is generated; and wherein the panning occurs substantially simultaneously with the motion of the objects.
- 64.** A method for recognizing a rotate gesture made on a multipoint touch screen, comprising:
- detecting the presence of at least a first object and a second object at the same time;
 - detecting a rotation of said at least first and second objects; and
 - generating a rotate signal in response to said detected rotation of said at least first and second objects.
- 65.** The method as recited in claim 64 further comprising: associating said at least first and second objects to an image on a GUI interface;
- rotating the image when a rotate signal is generated; and wherein the rotating occurs substantially simultaneously with the motion of the objects.
- 66.** A computer implemented method for initiating floating controls via a touch screen, the method comprising:
- detecting the presence of an object on the touch screen;
 - recognizing the object; and
 - generating a user interface element on the touch screen in the vicinity of the object based on the recognized object.
- 67.** The method as recited in claim 66, wherein the user interface element includes one or more control options that can be selected by a user of the touch screen.
- 68.** The method as recited in claim 67 further comprising generating a control signal when one of the control options is selected by the object.
- 69.** The method as recited in claim 68 wherein the control signal modifies the functionality of the computer.
- 70.** The method as recited in claim 68 wherein the control signal modifies a user interface element.
- 71.** The method as recited in claim 66 wherein the object is a finger or a stylus.
- 72.** A computer implemented method for initiating zooming targets via a touch screen, the method comprising:
- displaying an image on a GU;
 - enlarging the image for a period of time when the presence of an object is detected over the image.
- 73.** The method as recited in claim 72 wherein the image is a user interface element.
- 74.** The method as recited in claim 73 wherein the user interface element is a control box containing one or more control buttons, and wherein said enlarging includes enlarging the control box and each of the control buttons.
- 75.** The method as recited in claim 74 wherein the size of the control buttons correspond to the size of the object or larger so that the control buttons can be easily selected by the object.
- 76.** The method as recited in claim 75 further comprising: in the enlarged state, generating a control signal associated with the control button when the presence of the object is detected over one of the control buttons.
- 77.** The method as recited in claim 72 wherein the object is a finger.
- 78.** The method as recited in claim 72 further comprising: implementing a gesture input when the presence of one or more objects are detected over portions of the GUI other than the image.
- 79.** A computer implemented method of initiating a page turn via a touch screen, the method comprising:
- displaying a page from a multitude of pages in a GUI presented on the touch screen;
 - detecting the presence of an object in a predetermined region on the touch screen over the page; and
 - generating a page turn signal when the object is translated on the touch screen in the predetermined region.
- 80.** The computer implemented method as recited in claim 79 wherein the translation simulates a finger turning the page in a paper bound book.
- 81.** The computer implemented method as recited in claim 79 wherein the translation pertains to a page turn gesture by a user.
- 82.** The computer implemented method as recited in claim 79 wherein said method further comprises:
- displaying a next page in response to the page turn signal.
- 83.** A computer implemented method of initiating inertia, the method comprising:
- displaying an image on a GUI;
 - detecting a stroke on a touch sensitive surface;
 - noting the speed and direction of the stroke;
 - moving the image or features embedded in the image in accordance with the speed and direction of the stroke; and
 - slowing the motion of the image or features embedded in the image in accordance with inertia principals when the stroke is no longer detected.
- 84.** The method as recited in claim 83 further comprising:
- detecting an object on the touch sensitive surface when image or features embedded in the image is slowing down because of inertia;
 - stopping the motion of the image or features embedded in the image when another object is detected, the another object serving as a braking means to the moving image or features embedded in the image
- 85.** A method of simulating a keyboard, comprising:
- providing a display and a touch screen positioned over the display;
 - displaying a keyboard on the display, the keyboard including at least a first and a second key;
 - detecting the presence of a first object over the first key and a second object over the second key at the same time; and