

can be perceptibly higher, but it can also be zero, that is, the vibration suddenly stops. The user is warned directly thereof.

[0034] There is also of course the option in such a case of generating an acoustic signal in parallel. The change in the impulse produced can also be varied accordingly.

[0035] Finally, it should be emphasized that, instead of the liquid crystal display 2, any other display or presentation device can of course be used, for example, TFT displays, cathode ray screen or suchlike. The liquid crystal display is only one example and is by no means restrictive.

1-7. (cancelled)

8. A screen having a touch-sensitive user interface for inputting a command by touching the user interface and generating a command signal if the degree of touch is sufficient, comprising:

an electrically actuatable mechanism assigned to the user interface for generating a first haptically perceptible signal at the position touched on the user interface if a command signal has been generated after touching the user interface by a user, wherein

the mechanism comprises a locally actuatable piezoelectric layer, wherein

the haptically perceptible signal includes any of one or a plurality of local mechanical impulses, or a local mechanical vibration generated by a deformation of the piezoelectric layer, wherein

the electrically actuatable mechanism is adapted to generate a second haptically perceptible signal before a sufficient degree of touch at a local area of the screen occurs indicating to the user that the local area of the screen has been activated for inputting a command, and wherein

the first and the second haptic signal comprise any of different frequencies, or different mechanical impulses.

9. The screen according to claim 8, wherein the piezoelectric layer is arranged above or underneath the user interface.

10. The screen according to claim 9, wherein the piezoelectric layer is used for inputting a command and generating a corresponding command signal.

11. The screen according to claim 8, wherein a duration and/or an intensity of the first haptic signal are varied during a continuing touching of the user interface depending on the information content of the input command.

12. The screen according to claim 8, wherein such local areas of the user interface, where a command input is possible, are represented three-dimensionally by the electrically actuatable mechanism.

13. The screen according to claim 12, wherein a surface area in the form of a slide- or controller-type control element movable along a straight line is represented by the electrically actuatable mechanism, and wherein,

during movement, the control element is limited at least in the direction of its movement in a haptically perceptible manner by the deformation of the actuated piezoelectric layer.

14. The screen according to claim 12, wherein a surface area in the form of a slide- or controller-type control element movable along a straight line is represented by the electrically actuatable mechanism, and wherein

the control element is limited circumferentially during its movement in a haptically perceptible manner by the deformation of the actuated piezoelectric layer.

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