

on said touch screen for scrolling displays in a window on said display screen in response to said object touching said touch screen.

8. The graphical user interface of claim 1, further comprising a secondary pointing device.

9. The graphical user interface of claim 8, wherein said secondary pointing device is chosen from the group comprising an isometric joystick and an external mouse.

10. In a computing device having a processor running an operating system and a display, a graphical user interface, comprising:

a touch screen, said touch screen supporting an unactivated state and an activated state; and

a driver coupling said touch screen to said operating system, said driver displaying plurality of icons on said touch screen, at least one of said icons identifying at least one region on said touch screen that will cause an action on said display and not on said touch screen in response to contact by an object on said region.

11. The graphical user interface of claim 10, wherein at least one of said icons identifies at least one other region on said touch screen that will cause another action on said touch screen and not on said display in response to contact by said object on said other region.

12. The graphical user interface of claim 10, wherein at least one of said icons identifies at least one other region on said touch screen that will cause another action on both said display and said touch screen in response to contact by said object on said other region.

13. The graphical user interface of claim 10, wherein the processor drives a default screen image onto said touch screen.

14. The graphical user interface of claim 13, wherein said default screen image includes at least one cursor positioning region on said touch screen for moving a cursor on said display in response to said object touching said touch screen.

15. The graphical user interface of claim 13, wherein said default screen image includes at least one action control icon identifying a region on said touch screen for causing an action on at least one of said display and said touch screen in response to said object touching said touch screen.

16. The graphical user interface of claim 13, wherein said default screen image includes at least one of a vertical scroll bar icon and a horizontal scroll bar icon identifying regions on said touch screen for scrolling displays in a window on said display screen in response to said object touching said touch screen.

17. The graphical user interface of claim 10, wherein a visual characteristic of at least one of said icons is modified when said touch screen is in said activated state.

18. The graphical user interface of claim 17, wherein said visual characteristic is a change in coloration.

19. The graphical user interface of claim 17, wherein said visual characteristic is an outline surrounding at least one of said icons.

20. The graphical user interface of claim 10, wherein said activated state and said unactivated state are controlled by pressing a key on a keyboard.

21. The graphical user interface of claim 20, wherein said key is on a standard keyboard layout.

22. The graphical user interface of claim 10, further comprising a secondary pointing device.

23. The graphical user interface of claim 22, wherein said secondary pointing device is chosen from the group comprising an isometric joystick and an external mouse.

24. The graphical user interface of claim 10, wherein at least one of said icons is touch-sensitive in said unactivated state.

25. The graphical user interface of claim 10, wherein at least one of said icons is located at an edge or a corner of said touch screen.

26. The graphical user interface of claim 10, wherein at least one of said icons is sensitive to a tapping motion when said touch screen is in said activated state.

27. The graphical user interface of claim 10, wherein at least one of said icons is sensitive to motion by said object when said touch screen is in said activated state.

28. The graphical user interface of claim 10, wherein said activated state and said unactivated state are controlled by pressing a button.

29. The graphical user interface of claim 10, wherein said activated state and said unactivated state are controlled by touching a touch sensitive part of said computing device.

30. The graphical user interface of claim 10, wherein said activated state and said unactivated state are controlled by touching at least one of said icons on said touch screen.

31. The graphical user interface of claim 10, wherein said activated state and said unactivated state are controlled by touching at least two objects at once to said touch screen.

32. The graphical user interface of claim 10, wherein said activated state and said unactivated state are controlled by tapping two or more times in rapid succession in said region on said touch screen.

33. The graphical user interface of claim 10, wherein said activated state and said unactivated state are controlled by hovering over said region on said touch screen without touching said region.

34. The graphical user interface of claim 10, wherein said activated state and said unactivated state are controlled by holding said object steady in said region on said touch screen for a specified duration.

35. In a computing device having a processor running an operating system and a display, a graphical user interface, comprising:

a touch screen; and

a driver coupling said touch screen to said operating system, said driver displaying a plurality of icons on said touch screen, at least one of said icons identifying at least one region on said touch screen that will cause an action on said display and not on said touch screen in response to contact by an object on said region;

wherein said driver includes an application programming interface that enables an application to display at least one image on said touch screen.

36. The graphical user interface of claim 35, wherein at least one of said icons identifies at least one other region on said touch screen that will cause another action on said touch screen and not on said display in response to contact by said object on said other region.

37. The graphical user interface of claim 35, wherein at least one of said icons identifies at least one other region on said touch screen that will cause another action on both said display and said touch screen in response to contact by said object on said other region.