[0046] The display controller **20** may be configured to control incorrect touch input via the curved side portions **16**A, **16**B.

[0047] FIG. **6**A schematically illustrates a method **60** for controlling touch input via a curved side portion **16**A. The display controller **20** disables touch input via the curved side portion **16**A of the display **12** (block **61**) while maintaining touch input at the central portion of the display **12** (block **62**).

[0048] FIG. **6**B schematically illustrates a method **63** for controlling touch input via a curved side portion **16**A. The display controller **20** is configured to reduce a sensitivity to touch input of the curved side portion **16**A of the display **12** (block **64**).

[0049] FIG. **6**C schematically illustrates a method **65** for controlling touch input via a curved side portion **16**A. The display controller **20** is configured to disambiguate holding from touch input at the curved side portion **16**A (block **66**).

[0050] FIG. **7** schematically illustrates a method **66** for controlling touch input via a curved side portion **16**A. The display controller **20** is configured to ignore touch input at the curved side portion **16**A in dependence upon one or more of: a duration of touch input; an orientation of the apparatus; an area of touch input; and a number of different locations of touch input.

[0051] At block **70**, when touch input is detected at N (N>0) different areas of the curved side portion **16**A, then the method **66** moves to block **71**.

[0052] At optional block **71**, if the total area of the curved side portion **16**A that is touched at the N different areas of the curved side portion **16**A exceeds a threshold A(N,O), then the method **66** moves to block **75** where the touch input at the curved side portion **16**A is ignored. Otherwise, the method moves to block **72**. The threshold A(N, O) is, in this example, a function of the number N of different areas where the curved side portion **16**A is touched and also a function of an orientation of the apparatus **10**. The orientation may, for example, be determined using a three-axis accelerometer which is arranged to measure gravity along three orthogonal axes. In other examples, the threshold may be a constant.

[0053] At optional block **72**, if the N putative inputs at the N different areas of the curved side portion **16**A are stationary or too many of them are stationary then the method **66** moves to block **73** otherwise the method moves to block **75** where the touch input at the curved side portion **16**A is ignored. If M of the N putative inputs are stationary, then if N−M<T(N, O) the method moves to block **75**. The threshold T(N, O) is, in this example, a function of the number N of different areas where the curved side portion **16**A is touched and also a function of an orientation of the apparatus **10**. The orientation may, for example, be determined using a three-axis accelerometer which is arranged to measure gravity along three orthogonal axes. In other examples, the threshold T may be a constant e.g. 1.

[0054] At optional block **73**, if a duration of a touch input exceeds a threshold D(O) then the method **66** moves to block **75** where the touch input at the curved side portion **16**A is ignored otherwise the method moves to block **74** where the touch input at the curved side portion **16**A of the display **12** is registered. The threshold D(O) is, in this example, a function of an orientation O of the apparatus **10**. The orientation may, for example, be determined using a three-axis accelerometer which is arranged to measure gravity along three orthogonal axes. In other examples, the threshold D may be a constant.

[0055] Implementation of display controller **20** can be in hardware alone (a circuit, a processor . . .), have certain aspects in software including firmware alone or can be a combination of hardware and software (including firmware).

[0056] The display controller **20** may be implemented using instructions that enable hardware functionality, for example, by using executable computer program instructions in a general-purpose or special-purpose processor that may be stored on a computer readable storage medium (disk, memory etc) to be executed by such a processor.

[0057] FIG. **8** schematically illustrates an example of how the display controller **20** may be implemented. Other implementations are possible.

[0058] The display controller **20** comprises at least one processor **21**; and at least one memory **23** including computer program code **25**, the at least one memory **23** and the computer program code **25** configured to, with the at least one processor **21**, cause the display controller **3** apparatus at **20** to perform the method of any of FIGS. **5**, **6**A, **6**B, **6**C and/or **7**.

[0059] The processor **21** is configured to read from and write to the memory **23**. The processor **21** may also comprise an output interface via which data and/or commands are output by the processor and an input interface via which data and/or commands are input to the processor **21**.

[0060] The memory **23** stores a computer program **25** comprising computer program instructions that control the operation of the apparatus **10** when loaded into the processor **21**. The computer program instructions **25** provide the logic and routines that enables the apparatus to perform the methods illustrated in FIGS. **3**, **4**, **6**A, **6**B, **6**C and/or **7**. The processor **21** by reading the memory **23** is able to load and execute the computer program **25**.

[0061] The computer program may arrive at the apparatus **10** via any suitable delivery mechanism. The delivery mechanism may be, for example, a computer-readable storage medium, a computer program product, a memory device, a record medium such as a compact disc read-only memory (CD-ROM) or digital versatile disc (DVD), an article of manufacture that tangibly embodies the computer program **25**. The delivery mechanism may be a signal configured to reliably transfer the computer program **25**. The apparatus **10** may propagate or transmit the computer program **25** as a computer data signal.

[0062] Although the memory **23** is illustrated as a single component it may be implemented as one or more separate components some or all of which may be integrated/removable and/or may provide permanent/semi-permanent/dynamic/cached storage.

[0063] References to 'computer-readable storage medium', 'computer program product', 'tangibly embodied computer program' etc. or a 'controller', 'computer', 'processor' etc. should be understood to encompass not only computers having different architectures such as single /multi-processor architectures and sequential (Von Neumann)/parallel architectures but also specialized circuits such as field-programmable gate arrays (FPGA), application specific circuits (ASIC), signal processing devices and other processing circuitry. References to computer program, instructions, code etc. should be understood to encompass software for a programmable processor or firmware such as, for example, the programmable content of a hardware device whether instructions for a processor, or configuration settings for a fixed-function device, gate array or programmable logic device etc.