one or more embodiments, a button may raise in response to a selection on a touch screen and may provide a tactile confirmation of a selection. A button may remain recessed in response to a user's selection to provide a tactile confirmation of a selection.

[0027] FIG. **4** is a haptic computer interface, according to an exemplary embodiment. Display **410** may contain one or more aligned screen panels **420** which may be capable of being pushed by a user. The screen panels **420** may be closely aligned and may be capable of providing a display which may appear continuous and uniform. Screen panels **420** may correspond to one or more buttons **430**. One or more of the screen panels **420** may be capable of receding when pushed by a user and may thus provide confirmation of the user's selection. Additionally, one or more screen panels **420** may be capable of being raised or lowered so that they may arranged in a staggered height which is perceptible to the user's touch. For example, alternating screen panels **420** may be raised or lowered to differentiate controls to a users touch, a center panel may be raised or lowered, two adjacent screen panels **420** may be raised or lowered to indicate an up or down button on a setting, or other arrangements may be provided to give a tactile indication of the available functionality.

[0028] Screen panels **420** may contain one or more displays on the surface of a screen panel. For example, screen panels **420** may contain organic light emitting diode displays or other light emitting diode displays. Screen panels **420** may be liquid crystal displays or other suitable display technologies. Screen panels **420** may contain a transparent, scratch resistant layer on top which may protect a screen panel and may be composed of a clear, scratch resistant polymer or other material. The displays may show an individual display or they may show a portion of a larger display which may be shown by display **410**. The screen panels **420** may be connected to a central controller which may provide for the synchronized display of a uniform image on display **410**.

[0029] Screen panels **420** may be a top portion of one or more buttons **430**. They may be functionally connected via one or more actuators to one or more buttons **430**. Buttons **430** may recess when pressed by a user which may provide haptic feedback indicating that a button has been pressed. In some embodiments, visual and audio indicators may provide feedback to a user that a button has been pressed. For example, a click or other sound may be provided when a button is pressed. This may be provided by an actuator or the button operatively coupled to one or more screen panels **420**. Display **410** may provide visual confirmation that a selection has been made.

[0030] FIG. **5** is a haptic computer interface, according to an exemplary embodiment. Display **51.0** may contain one or more buttons. Buttons may be created dynamically by one or more actuators which may raise a surface of the display **510**. Button contact points **520** may be raised independently by one or more actuators to form one or more raised surfaces on display **510**. Button contact points **520** may be operatively coupled to one or more switches which may accept input when one or more button contact points **520** are pressed by a user. In one or more embodiments, button contact points may be raised to provide tactile feedback to a user of display **510**. Display **510** may contain a touch screen which may accept user input. Button contact points **520** may represent a single input or may represent multiple inputs. For example, one or more controllers may be connected to one or more switches operatively coupled to button contact points **520**. The one or more controllers may accept input from switches connected to button contact points **520** as if they represent input from a single button. The one or more controllers may also accept input from switches connected to button contact points **520** as individual input and may interpret input to indicate a selection specific to an area represented by individual button contact points **520**. For example, pressing in one area of display **510** may represent a middle level setting on a range, pressing higher on display **510** may push different button contact points **520** and may represent a higher setting on a range.

[0031] Multiple button shapes may be presented in a single interface to provide a tactile guide as to the functionality of the button. For example, a play button on the interface of a digital media player may be larger or may be of a different shape than a rewind or fast forward control button. Returning to FIG. **5**, the shapes may be presented by one or more controllers activating one or more actuators to raise one or more button contact points **520**. Stop button **530** may represent a stop button on a digital media player and the circular shape may provide haptic feedback enabling a user to stop the play of audio files without looking at the display to locate the stop button. Stop button **530** may be presented by one or more controllers which may signal actuators to raise button contact points **520** in a circular pattern. Play button **540** may represent a play button and the rectangular shape may provide haptic feedback enabling a user to easily locate the button and differentiate the functionality of the button from other buttons. Rewind button **550** may represent a rewind button and may provide yet another shape whose shape may represent a common symbol for the corresponding functionality of rewinding media. In this case, the double left pointing arrows may already be associated by a user with rewind functionality. Fast Forward button **560** may represent a fast forward button and may correspond to functionality fast forwarding media. First setting button **570** and second setting button **580** may represent controls which correspond to a settings with a range of permissible values for a particular user interface. For example, first setting button **570** and second setting **580** may correspond to the volume settings for a left and right speaker, bass and treble settings, video contrast and brightness or other settings. Pressing one end of button first setting **570** or second setting **580** may lower the setting, pressing in a middle portion may place the setting at a medium level, pressing at the other end of first setting button **570** or second setting **580** may raise the setting. Button contact points **520** throughout first setting button **570** and second setting **580** may accept input individually so that only that portion of the raised display **510** touched by a user recesses. The setting represented by first setting button **570** or second setting **580** may be adjusted within its range according to the portion of first setting button **570** or second setting **580** which is pressed. In addition to ranges, which portion of a button pressed may indicate direction, the desired portion of a spectrum, a desired frequency or other inputs which may be indicated by a variance of the selection position.

[0032] One or more buttons may be labeled by display **510**. Display **510** may label buttons with indicia corresponding to functionality of a button or corresponding to a current setting value of the button. For example, display **510** may indicate that first setting button **570** is currently set to a volume of five on a range of 1-10 for a left speaker while second setting button **580** is set to eight on a range of 1-10 for a right speaker. Labels on one or more buttons of display **510** may enable a user to learn new interfaces until they gain familiarity with the