system replaces a current input sequence with an input sequence composed of representations of the determined characters comprising the selected object; and wherein a next interaction in the auto-correcting region is appended to the current input sequence.

25. The system of claim 24, wherein said distinctive manner of selection eliminates all candidates except those candidates that incorporate said selected object.

26. The system of claim 1, wherein the processor further comprises:

a frequency promotion component for adjusting a promotion value associated with each object in memory as a function of the number of times the object is selected by the user for output on the output device.

27. The system of claim 26, wherein the frequency promotion component analyzes additional information files that are accessible to the text entry system to identify new objects contained in said files that are not included among the objects already in said memory of said text entry system; and wherein said newly identified objects are added to the objects in memory.

28. The system of claim 1, wherein one or a plurality of objects in memory are associated with a secondary object in memory, and wherein when the selection component identifies one of said objects for presentation to the user based on the matching metric calculated by the word evaluation component, the selection component presents the associated secondary object for selection.

29. The system of claim 1, wherein the user input device comprises any of:

a mouse, a trackball, a trackpad, a joystick, an eye- or body-movement tracking device, and a device for decoding brainwaves.

30. The system of claim 1, further comprising:

a linguistic model comprising any of.

frequency of occurrence of a linguistic object in formal or conversational written text;

frequency of occurrence of a linguistic object when following a preceding linguistic object or linguistic objects;

proper or common grammar of the surrounding sentence;

application context of current linguistic object entry; and

frequency of use or repeated use of the linguistic object by the user or within an application program.

31. A text entry system comprising:

a user input device comprising a virtual keyboard including an auto-correcting region comprising a plurality of the characters of a character set, wherein one or more of the plurality of characters corresponds to a location with known coordinates in the auto-correcting region, wherein a location associated with the user interaction is determined when a user interacts with the user input device within the auto-correcting region, and the determined interaction location is added to a current input sequence of interaction locations;

a memory containing a plurality of objects, wherein one or more objects comprise a string of one or a plurality of characters forming all or part of a word or phrase;

an output device; and

a processor coupled to the user input device, memory, and output device, said processor comprising:

an object evaluation component which, for the current input sequence, identifies and ranks one or a plurality of candidate objects in memory, using information regarding both preceding and succeeding user interactions; and

a selection component for organizing said one or a plurality of candidate objects according to their evaluated ranking, presenting one or more of the objects to the user, and enabling the user to select one of the presented objects for output to the output device.

32. The system of claim 31 wherein one or more of the plurality of objects in said memory is further associated with one or a plurality of predefined groupings of objects.

33. The system of claim 31, wherein one or more of the plurality of objects in said memory are further associated with one or a plurality of modules, wherein each module comprises or generates a set of objects having one or a plurality of common characteristics.

34. The system of claim 31 wherein one or more of the plurality of objects in said memory is further associated with a promotion value.

35. The system of claim 34, said object evaluation component further comprising:

a method for applying a weighting function according to the promotion value.

36. The system of claim 31, wherein the character set members are arranged on the auto-correcting keyboard region in approximately alphabetic order for a language.

37. The system of claim 31, wherein the character set members are arranged on the auto-correcting keyboard region in approximately any standard keyboard layout.

38. The system of claim 31, wherein the auto-correcting keyboard region comprises one or a plurality of known locations associated with one or a plurality of punctuation characters and/or diacritic marks, and wherein the memory comprises one or a plurality of objects which include one or a plurality of the punctuation characters and/or diacritic marks associated with locations in said region.

39. The system of claim 31, further comprising:

means for providing feedback to the user identifying the character set members near a current interaction location.

40. The system of claim 39, wherein the feedback is presented visually on the output device and one or more character set members corresponding to known locations closest to the current interaction location are indicated by one or more of: size, color, background shading, and font attribute.

41. The system of claim 31, wherein the user input device further comprises means for changing some or all of the auto-correcting keyboard region to a determined key state, wherein a character set member is determined when a user interacts with one of the keys or with a known location in the