

changed region and a representation of the determined character set member is added to the current input sequence.

42. The system of claim 31, wherein the object evaluation component determines, for a determined interaction location in an input sequence, a closest known location corresponding to a character set member, and constructs an exact typing object composed of said corresponding character set members in an order corresponding to the input sequence.

43. The system of claim 31, wherein the selection component identifies a highest ranked candidate object and presents the identified object on the output device.

44. The system of claim 43, wherein the selection component presents the identified object on the output device at or near the current interaction location.

45. The system of claim 43, further comprising a user input region or device that is associated with an object selection function, wherein an interaction with said device replaces the object presented on the output device with a next highest ranked object of the said one or a plurality of candidate objects.

46. The system of claim 31, wherein for a character set member corresponding to a known coordinate location in the auto-correcting region, a region is predefined around one or a plurality of said known coordinate locations, wherein any user interaction location within said predefined region is determined as occurring at a known coordinate location.

47. The system of claim 31, wherein at least one of the locations with known coordinates in the auto-correcting region corresponds to a plurality of characters of a character set, one or a plurality of which comprise at least one diacritic mark, wherein the plurality of character set members comprise variant forms of another character set member and wherein objects in memory contain said variant forms.

48. The system of claim 31, wherein a candidate is selected through an alternate input modality.

49. The system of claim 31, wherein user inputs for the current input sequence are provided through a combination of different modalities.

50. The system of claim 31, wherein the selection component detects a distinctive manner of selection that is used to select a candidate object, wherein upon detecting that an object has been selected through said distinctive manner, the system replaces a current input sequence of actual interaction locations with an input sequence of interaction locations corresponding to the coordinate locations of the character set members comprising the selected object; and wherein a next interaction in the auto-correcting region is appended to the current input sequence.

51. The system of claim 50, wherein said distinctive manner of selection eliminates all candidates except those candidates that incorporate said selected object.

52. The system of claim 31, 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.

53. The system of claim 52, 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.

54. The system of claim 31, wherein the user input device comprises any of, a mouse, a trackball, a trackpad, a joystick, and a device for decoding brainwaves.

55. A text entry system, comprising:

a user input device comprising a 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 evaluation component which uses information regarding both preceding and succeeding user interactions in the current input sequence and the plurality of objects in said memory to determine an intended character for each user interaction and

a selection component for presenting to the user one or more sequences of characters, some or all of each sequence of characters corresponding to the current input sequence, and enabling the user to select one sequence of characters for output to the output device.

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