

a processor in communication with the sensor and the actuator, the processor configured to:

output a display signal configured to display a graphical object on the touch-sensitive input device;

receive the sensor signal from the touch-sensitive input device;

determine an interaction between the object contacting the touch-sensitive surface and the graphical object,

generate the actuator signal based at least in part on the interaction; and

transmit the actuator signal to the actuator.

11. The system of claim 10, wherein the processor is configured to generate the actuator signal when the object contacts the touch-sensitive input device at a location corresponding to the graphical object.

12. The system of claim 10, wherein the processor is configured to output the actuator signal when the object contacts the touch-sensitive device at a location not corresponding to the graphical object.

13. The system of claim 10, wherein the display signal is configured to display a keypad comprising a plurality of softkeys.

14. The system of claim 13, wherein the haptic effect is caused to be output when a user contacts the touch-sensitive device at a location corresponding to a softkey in a home position.

15. The method of claim 13, wherein the plurality of softkeys comprises one softkey for each digit from 0 to 9.

16. The method of claim 13, wherein the plurality of softkeys comprises the key configuration of a standard 101-key keyboard.

17. The method of claim 10, wherein the graphical object comprises a first graphical object and a second graphical object, the haptic effect comprises a first haptic effect and a second haptic effect, and wherein the first haptic effect is configured to be output when the object contacts the first graphical object, and the second haptic effect is configured to be output when the object contacts the second graphical object.

18. A computer-readable medium comprising program code, comprising:

program code for outputting a display signal configured to display a graphical object on a touch-sensitive input device;

program code for receiving a sensor signal from the touch-sensitive input device, the sensor signal indicating an object contacting the touch-sensitive input device;

program code for determining an interaction between the object contacting the touch-sensitive input device and the graphical object; and

program code for generating an actuator signal based at least in part on the interaction, the actuator signal configured to cause a haptic effect to be output.

19. The computer-readable medium of claim 18, wherein the actuator signal is generated when the object contacts the touch-sensitive device at a location corresponding to the graphical object.

20. The computer-readable medium of claim 18, wherein the actuator signal is generated when the object contacts the touch-sensitive device at a location not corresponding to the graphical object.

21. The computer-readable medium of claim 18, wherein the display signal is configured to display a keypad comprising a plurality of softkeys.

22. The computer-readable medium of claim 21, wherein the haptic effect is caused to be output when a user contacts the touch-sensitive device at a location corresponding to a softkey in a home position.

23. The computer-readable medium of claim 21, wherein the plurality of softkeys comprises one softkey for each digit from 0 to 9.

24. The computer-readable medium of claim 21, wherein the plurality of softkeys comprises the key configuration of a standard 101-key keyboard.

25. The computer-readable medium of claim 1, wherein the graphical object comprises a first graphical object and a second graphical object, the haptic effect comprises a first haptic effect and a second haptic effect, and wherein the first haptic effect is configured to be output when the object contacts the first graphical object, and the second haptic effect is configured to be output when the object contacts the second graphical object.

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