

although individually listed, a plurality of means, elements or method steps may be implemented by e.g. a single unit or processor. Additionally although individual features may be included in different claims, these may possibly be advantageously combined and the inclusion in different claims does not imply that a combination of features is not feasible and/or advantageous. In addition singular references do not exclude a plurality. Thus references to “a”, “an”, “first”, “second” etc. do not preclude a plurality. Reference signs in the claims are provided merely as a clarifying example and shall not be construed as limiting the scope of the claims in any way.

1. Method of moving at least one object (38, 60, 62, 64) presented by a touch input display device (10) comprising the steps of:

detecting a touching member (46) at least being in close proximity of a first object (38) at a first location provided by the touch input display device, (step 48),

determining a distancing factor of the first object caused by the detection of the touching member, (step 54), and moving the first object in a direction and a distance selected according to the distancing factor for presenting the object at a second location, (step 56).

2. Method according to claim 1, wherein the step of detecting comprises detecting touching member actions or effects caused by touching member actions at a peripheral area (42) of said first object.

3. Method according to claim 1, wherein the touch input device comprises a set of display elements and said first object is made up of a group of display elements adjacent each other.

4. Method according to claim 3, where said first object (38) is provided as a number of flexible display elements that have been physically raised in relation to at least display elements neighboring said first object, the step of detecting comprises detecting a shear force on the first object caused by a touch of the touching member, and the step of determining the distancing factor comprises determining a distancing factor that is dependent on the shear of said first object.

5. Method according to claim 4, further comprising the step of detecting the vertical force applied on said first object by the touching member and determining if said first object is to be moved based on the vertical force applied.

6. Method according to claim 3, wherein the step of detecting comprises detecting the touching member at least being in close proximity of at least one first display element of said

first object and the step of determining the distancing factor comprises determining the location of said first display element in relation to at least one second center display element of the first object.

7. Method according to claim 1, further comprising the step of presenting the object at intermediate locations along said direction between said first and the second locations.

8. Method according to claim 1, wherein the touch input display device comprises a set of objects, the steps of detecting, determining the distancing factor and moving are performed for a second object (64), and further comprising the step of rearranging the other objects (60, 62) of the set based on the movement of the first and second objects.

9. Touch input display device (10) for allowing movement of at least one presented object and comprising:

an information presentation unit (26; 26, 34) arranged to present a number of objects (38, 60, 62, 64),

a touch detecting unit (20, 22; 28, 30; 32) arranged to detect a touching member (46) at least being in close proximity of a first object (38) at a first location provided by the touch input display device, and

a control unit (16) arranged to:

control the presenting of objects by the information presentation unit,

determine a distancing factor of the first object caused by the detection of the touching member, and

order the information presentation unit to move the first object in a direction and a distance selected according to the distancing factor for presenting the object at a second location.

10. Computer program product (66) for allowing movement of at least one object (38, 60, 62, 64) presented by a touch input display device, comprising computer program code, to make a computer execute, when said program code is loaded in the computer:

detect a touching member (46) at least being in close proximity of a first object (38) at a first location provided by the touch input display device,

determine a distancing factor of the first object caused by the detection of the touching member, and

move the first object in a direction and a distance selected according to the distancing factor for presenting the object at a second location.

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