

not, yield one or more of the disclosed advantages. As set forth above, one advantage of the invention is that how a touch screen computer reacts to a user's touch to a virtual keyboard provided on the touch screen can be based on a deep appreciation for the behavior with which the user touches the touch screen. Another advantage of the invention is that how the touch screen computer reacts to the user's touch can be highly configurable.

[0068] The many features and advantages of the present invention are apparent from the written description and, thus, it is intended by the appended claims to cover all such features and advantages of the invention. Further, since numerous modifications and changes will readily occur to those skilled in the art, the invention should not be limited to the exact construction and operation as illustrated and described. Hence, all suitable modifications and equivalents may be resorted to as falling within the scope of the invention.

What is claimed:

1. A method of operating a touch screen computer in response to a user, the touch screen computer executing an application, comprising:

providing a virtual input device, comprising a plurality of virtual graphical user interface (GUI) items, on the touch screen;

detecting that a user has touched the touch screen to nominally activate at least one virtual GUI item and determining a behavior of the user with respect to said touch;

processing said determined behavior and a predetermined characteristic associated with said nominally-activated at least one virtual GUI item; and

determining a reaction to said nominal activation based at least in part on a result of said processing step.

2. The method of claim 1, wherein:

the behavior of the user includes a pressure with which the user touches the touch screen to nominally activate the at least one virtual GUI item,

3. The method of claim 2, wherein:

determining the pressure includes processing a determined total area of the touch screen touched by the user.

4. The method of claim 3, further including:

determining the total area of the touch screen touched by the user based on processing data corresponding to a number of points of the touch screen touched by the user.

5. The method of claim 2, wherein:

determining the pressure includes processing pressure data indicated by the touch screen.

6. The method of claim 2, wherein:

determining the pressure includes processing a combination of pressure data indicated by the touch screen and data corresponding to a number of points of the touch screen touched by the user.

7. The method of claim 1, wherein:

the behavior of the user includes a duration which the user touches the touch screen to nominally activate the at least one virtual GUI item.

8. The method of claim 1, wherein:

the behavior of the user includes a particular gesture with respect to the virtual GUI item.

9. The method of claim 7, wherein:

the predetermined characteristic includes a characterization of how to react to duration.

10. The method of claim 7, wherein:

the predetermined characteristic includes displaying a preview indication associated with the nominally activated virtual GUI item.

11. The method of claim 10, further comprising:

determining whether the user has made a particular gesture with respect to said touch screen in conjunction with displaying the preview indication, to determine whether to actually activate the nominally-activated virtual GUI item.

12. The method of claim 9, wherein how to react to duration includes whether to treat the duration which the user touches the touch screen to nominally activate the at least one virtual GUI item as a plurality of individual repeated activations of said virtual GUI item.

13. The method of claim 12, wherein:

treating the duration which the user touches the touch screen to nominally activate the at least one virtual GUI item as a plurality of individual activations of said at least one virtual GUI item includes determining a particular number of individual activations with which to treat the duration based on a function of the duration.

14. The method of claim 1, wherein:

the reaction includes treating the user touching the touch screen as not actually activating the at least one virtual GUI item.

15. The method of claim 14, wherein:

the determined behavior is duration, and duration is not within predetermined characteristic of a duration appropriate to actually activate the nominally activated at least one virtual GUI item.

16. The method of claim 1, wherein:

determining reaction includes causing treating the nominally-activated at least one virtual GUI item as an originally-activated virtual GUI item and causing a plurality of new virtual GUI items to be formed on the touch screen.

17. The method of claim 16, further comprising:

causing the virtual GUI itemboard display to be modified to display indications corresponding to the new virtual GUI items formed on the touch screen.

18. The method of claim 16 wherein:

the plurality of new virtual GUI items are a sub-menu of the activated virtual GUI item.