

unit 55 may additionally comprise a control unit 54 and/or a signal amplification device 56, as will be discussed in more detail below. The haptic interface unit 55 may further comprise a protective housing or shell within which each of the above-mentioned components are mounted.

[0055] Haptic interface device 26 may be any device in operable contact with operator 22. Operator 22 maneuvers haptic interface device 26 to control and respond to the interactive program processed by the computer system of controller 28. A suitable haptic interface device 26 may comprise a steering wheel, a joystick, a steering yoke, a crank, a foot pedal, a knob, a mouse, a lever, a seat, a motor bike frame, a jet ski frame, a downhill ski frame, amusement part ride, and any other device in operable contact with operator 22.

[0056] Sensor 32 is in communication with haptic interface device 26 for identifying a detected position within any of the plurality of positions within which the haptic interface device may be moved. Sensor 32 provides a variable input signal to controller 28 based on the detected position. Because haptic interface device 26 may be continually moving, sensor 32 must quickly provide controller 28 with an updated detected position of the haptic interface device 26 in order to allow the controller 28 to update its output signal to provide the operator with tactile sensations as computed by the interactive program. Ideally, sensor 32 provides control unit 54 with a continuous signal that varies in proportion to the movement of the detected position of the haptic interface device 26.

[0057] Suitable sensors may comprise a potentiometer, such as Clarostat 10K ohm potentiometer, an optical encoder, such as a Clarostat Series 6000 optical rotary encoder, or any type of rheostat or variable resistor. For example, sensor 32 may be mounted on a shaft connected to a steering wheel to detect the rotation of the steering wheel. Also, more than one sensor 32 may be required to detect complex movements of haptic interface device 26. For example, if haptic interface device 26 is a joystick, one sensor 32 may be connected to a component of the joystick to determine a movement in the x-direction, while another sensor 32 may be connected to another component of the joystick to determine a movement in the y-direction. In this example, the x-direction sensor and the y-direction sensor may each send a variable input signal to controller control unit 54.

[0058] Control unit 54 receives the variable input signal from sensor 32 and provides a variable output signal to magnetically-controllable device 24. As discussed above, there is a continual feedback loop between the control unit 54 of controller 28 and haptic interface device 26, and hence between host computer 58, magnetically-controllable device 24 and sensor 32. The interactive program being processed by host computer 58 uses the variable input signal from sensor 32 as an input to the interactive program. Based upon this input, the host computer 58 further processes the control program to determine the variable output signal to send to magnetically-controllable device 24. Returning to the previously presented example of operator 22 controlling a computer system, in such a computer system, the control or interactive program within host computer 58 processes an input signal from sensor 32. From this, the host computer 58 determines a semi-active resistance force required from

magnetically-controllable device 24 in order to coordinate what operator 22 is viewing on display 30 with what the operator is feeling through haptic interface device 26 in order to simulate tactile sensations. Host computer 58 sends a signal to display 30 to update the displayed image, and concurrently sends an output signal to magnetically-controllable device 24. The output signal sent to magnetically-controllable device 24, for example, may be an electric current having a value in proportion to a resistance force desired to be felt by operator 22. Thus, in attempting to move haptic interface device 26, operator 22 feels the change in resistance force applied by magnetically-controllable device 24 through the haptic interface device, thereby providing force feedback sensations.

[0059] While, in general, controller 28 receives a variable input signal from sensor 32 and generates a variable output signal to magnetically-controllable device 24, a number of different components may be involved in the signal transactions. Controller 28 may comprise host computer 58, and may further include control unit 54 and amplification device 56 to communicate with haptic interface device 26. Host computer 58 typically includes an input/output 60 for sending/receiving electrical signals, a processor 62 and a memory 64 for respectively processing and storing electrical signals representative of an interactive program, for example. A suitable host computer 58 is, for example, a personal computer such as a IBM, Compaq, Gateway or other suitable computer capable of processing the appropriate information. Input/output 60 may comprise a plurality of serial and/or parallel communication ports, such as RS-232 type ports, and high-speed bi-directional communication channels like the Universal Serial Bus (USB). Processor 62 may comprise an Intel Pentium® or other suitable microprocessor. Memory 64 may comprise Random Access Memory (RAM) and Read-Only Memory (ROM), as well as other well-known types of memory. As one skilled in the art will appreciate, depending upon the particular application, there is a broad range of personal computers, input/outputs, microprocessors and memories that may be utilized with the present invention.

[0060] For example, host computer 58 may send output signal 66 comprising an electric current proportional to a desired resistance force to be applied to haptic interface device 26. Output signal 66 may be received by control unit 54 for additional processing. Control unit 54 may be a microcomputer having an input/output 68, a processor 70, such as a digital signal processor (DSP), for processing electrical signals, a memory 72 for storing electrical signals, and/or firmware 74 that stores and processes electrical signals, where the electrical signals are representative of a local interactive program or inputs from other devices with system 20. Input/output 68, microprocessor 70, and memory 72 may be substantially similar to those described above for host computer 58, however, the capabilities of control unit 54 may be more limited to reduce cost. Control unit 54 processes output signal 66 from host computer 58 and provides a modified output signal 66'.

[0061] Additionally, control unit 54 may locally process signals or portions of signals directly received from components within system 20. For example, control unit 54 may receive variable input signal 76 from sensor 32 and search the signal for portions that may be processed locally before passing the input signal on to host computer 58 as modified