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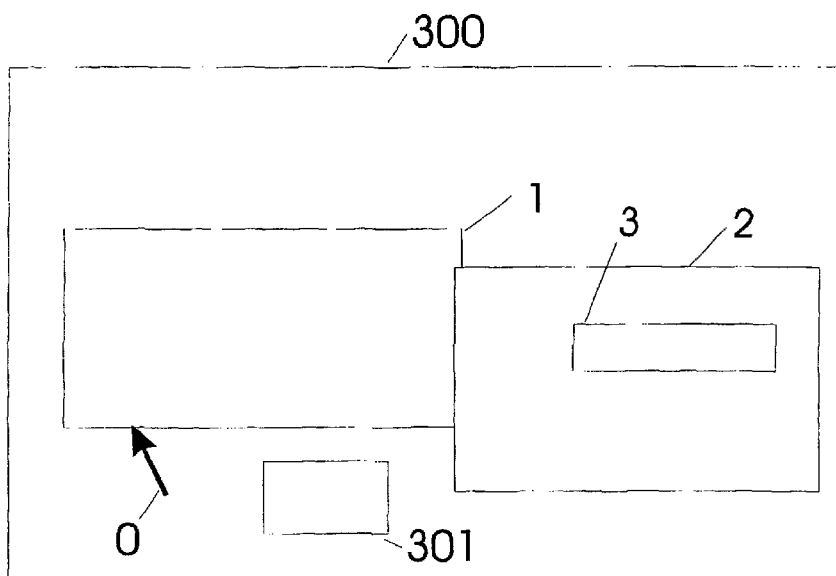
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(54) Title: ZEROCLICK



(57) Abstract: A GUI interface, a method of programming a GUI interface, and an apparatus which enables functions of controls in the GUI to be activated by a movement to a control and then another subsequent movement related to that control. It may be defined more precisely below. A GUI in which, when a pointer 0 is immediately adjacent or passes over a control area 1, a procedure is initiated whereby subsequent movement of the pointer over a predetermined path area 3 generates a "click" event which simulates direct clicking of the control 1 and moving outside the predetermined path area 3 prior to completion of the path 3 resets the control to as if the pointer has never started along the predetermined path area 3.



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