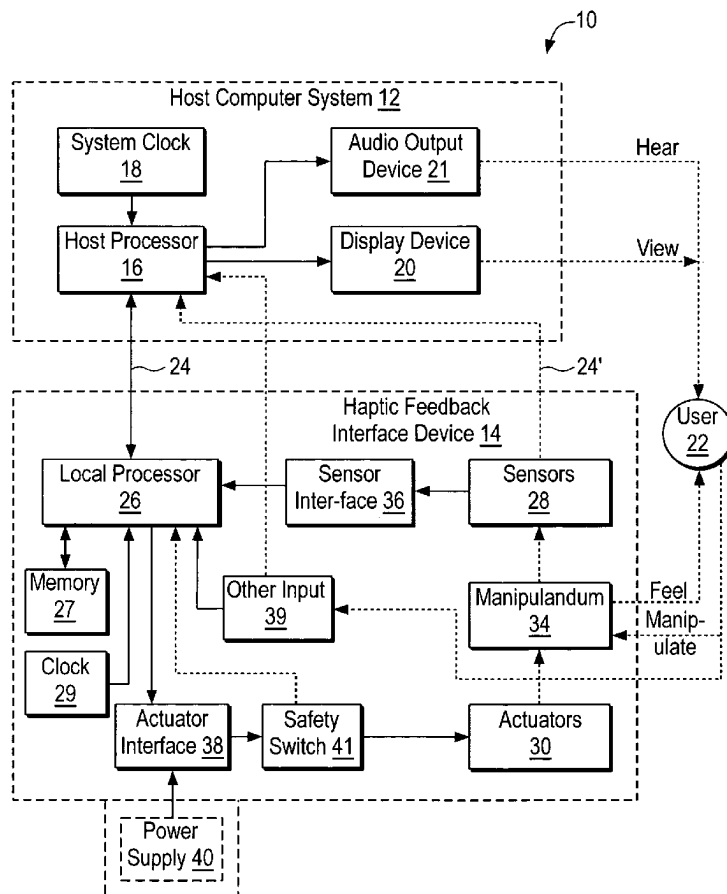
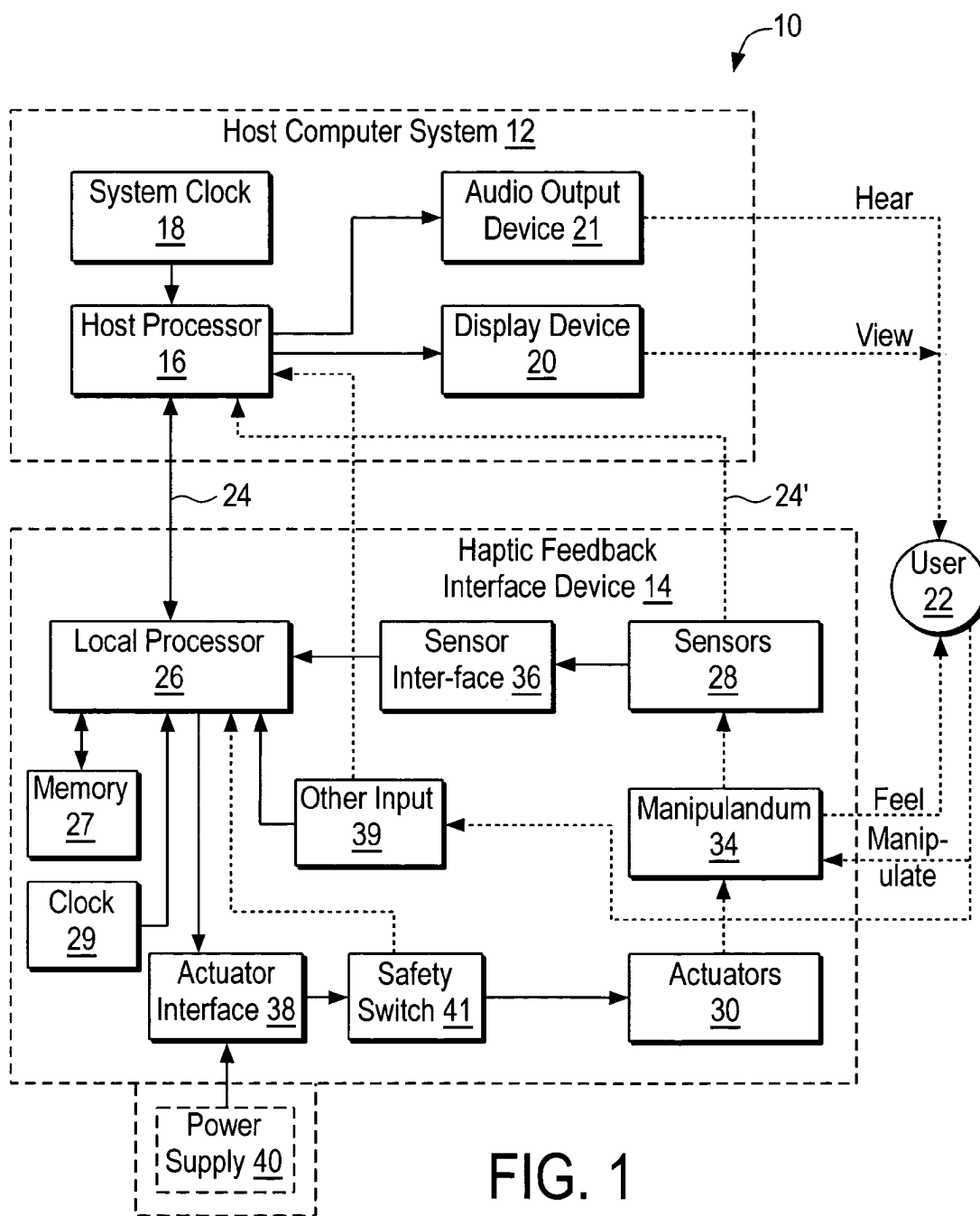


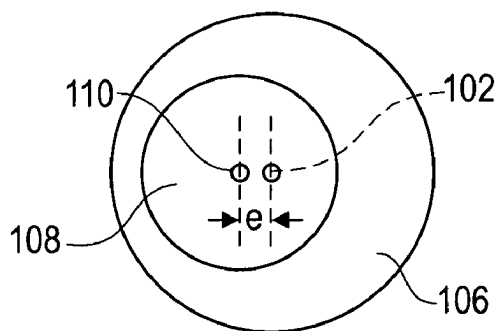
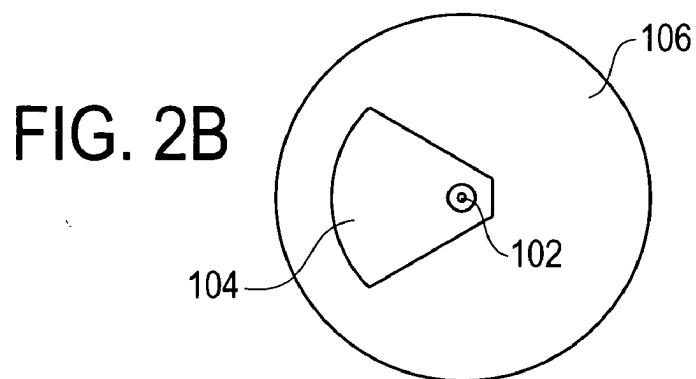
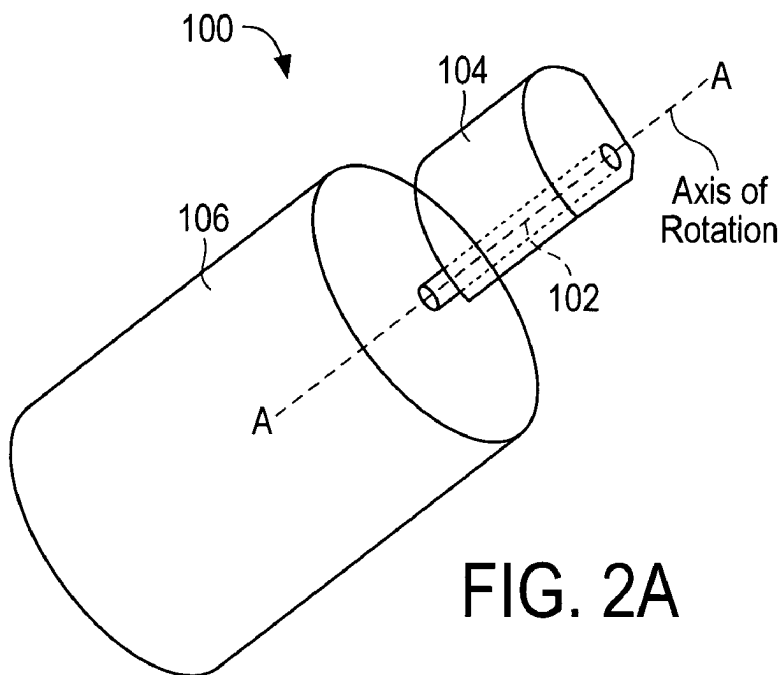
(19) **United States**(12) **Patent Application Publication** (10) **Pub. No.: US 2005/0219206 A1**
(43) **Pub. Date:** **Oct. 6, 2005**(54) **CONTROLLING VIBROTACTILE
SENSATIONS FOR HAPTIC FEEDBACK
DEVICES**(60) Provisional application No. 60/142,155, filed on Jul.
1, 1999.**Publication Classification**(76) Inventors: **Bruce M. Schena**, Menlo Park, CA
(US); **Erik Shahoian**, San Ramon, CA
(US)(51) **Int. Cl.⁷** **G09G 5/00**
(52) **U.S. Cl.** **345/156**(57) **ABSTRACT**

Method and apparatus for controlling vibrotactile sensations for haptic feedback devices. An actuator in a haptic feedback device includes a rotatable eccentric mass, and information is received at the haptic feedback device causing a drive signal. The drive signal controls the actuator to oscillate the mass in two directions about an axis of rotation of the actuator such that the oscillation of the mass induces a vibration in the haptic feedback device. The magnitude and frequency of the vibration can be independently controlled by adjusting a magnitude and a frequency, respectively, of the drive signal. The vibrations can also be provided in a bi-directional mode or uni-directional mode to provide the most efficient magnitude of the vibrotactile sensations. The haptic feedback device can be, for example, a gamepad controller receiving commands from a host computer providing a graphical environment.

Correspondence Address:

COOLEY GODWARD LLP**ATTN: PATENT GROUP****11951 FREEDOM DRIVE, SUITE 1700****ONE FREEDOM SQUARE- RESTON TOWN****CENTER****RESTON, VA 20190-5061 (US)**(21) Appl. No.: **10/949,467**(22) Filed: **Sep. 27, 2004****Related U.S. Application Data**(63) Continuation-in-part of application No. 09/608,125,
filed on Jun. 30, 2000, now abandoned.





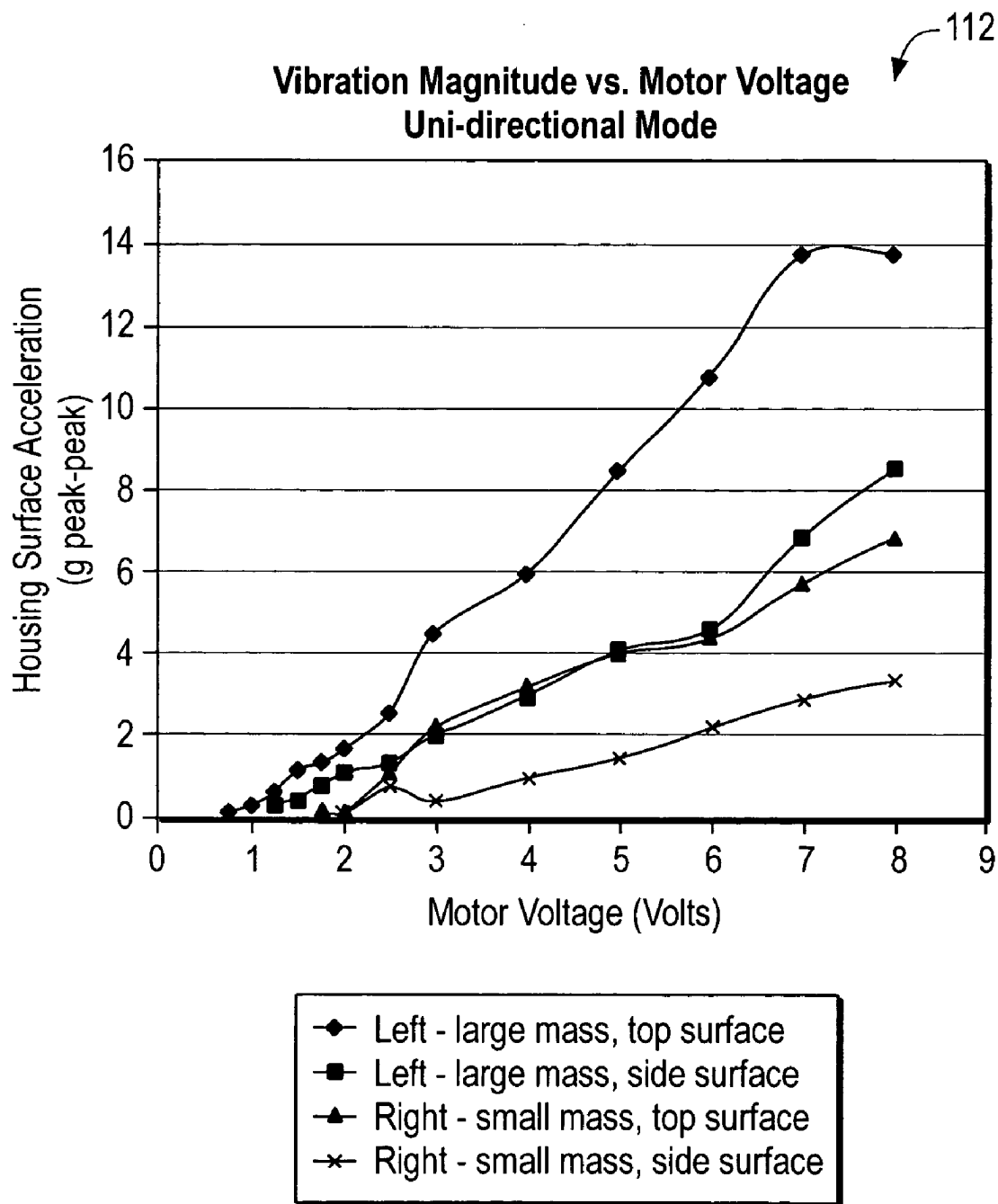


FIG. 3

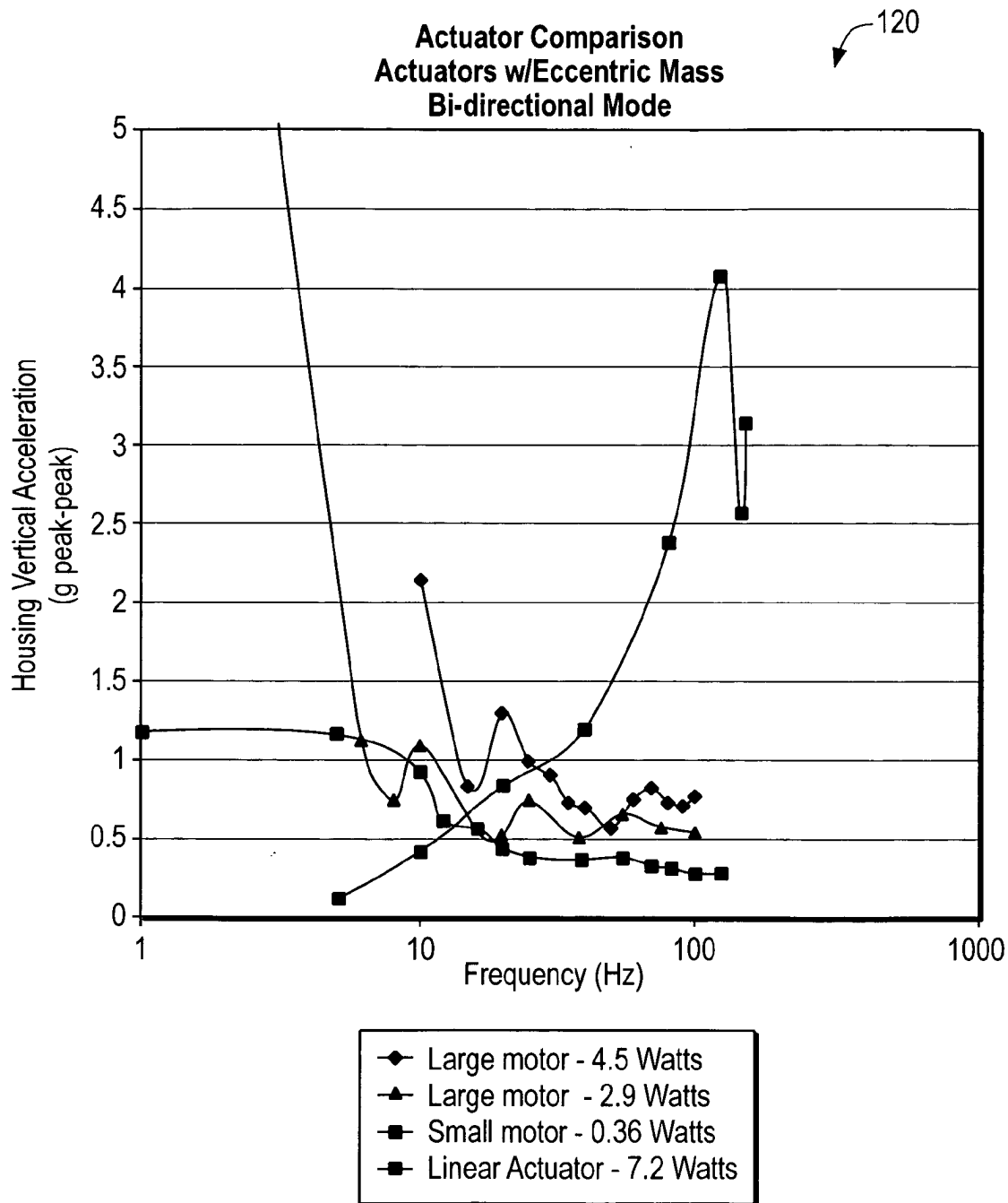


FIG. 4

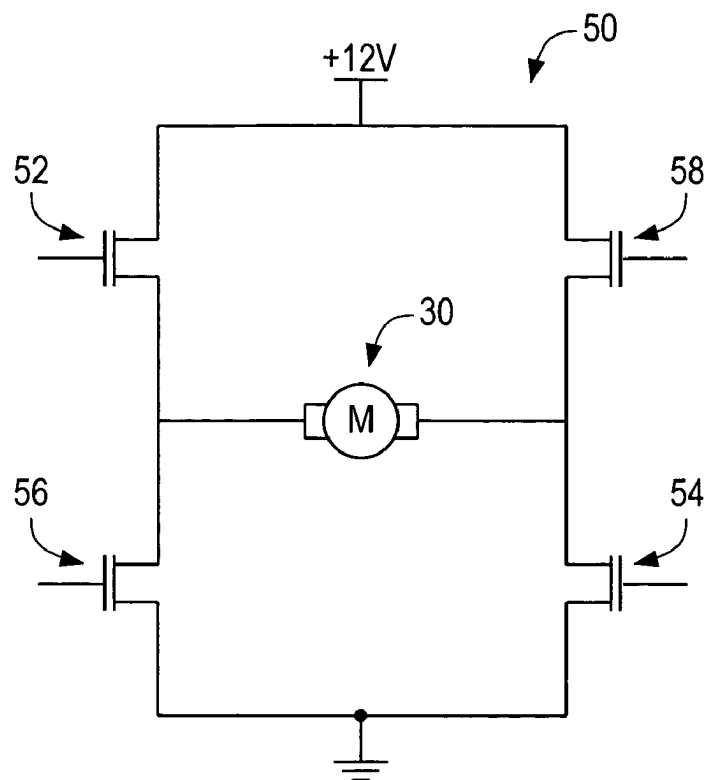


FIG. 5A

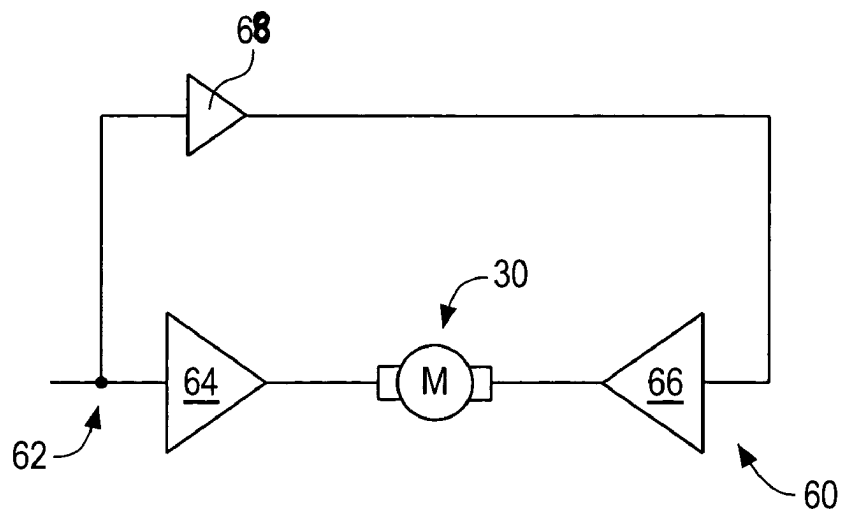


FIG. 5B

CONTROLLING VIBROTACTILE SENSATIONS FOR HAPTIC FEEDBACK DEVICES

CROSS REFERENCE TO RELATED APPLICATIONS

[0001] This application is a Continuation-in-Part of U.S. application Ser. No. 09/608,125, filed Jun. 30, 2000, which claims the benefit of U.S. Provisional Application No. 60/142,155, filed Jul. 1, 1999, entitled, "Providing Vibration Forces in Force Feedback Devices," each of which is incorporated by reference herein in its entirety.

BACKGROUND OF THE INVENTION

[0002] The present invention relates generally to producing forces in haptic feedback interface devices, and more particularly to the output and control of vibrations and similar force sensations from actuators in a haptic feedback interface device.

[0003] Using an interface device, a user can interact with an environment displayed by a computer system to perform functions and tasks on the computer, such as playing a game, experiencing a simulation or virtual reality environment, using a computer aided design system, operating a graphical user interface (GUI), or otherwise influencing events or images depicted on the screen. Common human-computer interface devices used for such interaction include a joystick, mouse, trackball, steering wheel, stylus, tablet, pressure-sensitive ball, or the like, that is connected to the computer system controlling the displayed environment.

[0004] In some interface devices, force feedback or tactile feedback is also provided to the user, also known more generally herein as "haptic feedback." These types of interface devices can provide physical sensations which are felt by the user using the controller or manipulating the physical object of the interface device. One or more motors or other actuators are used in the device and are connected to the controlling computer system. The computer system controls forces on the haptic feedback device in conjunction and coordinated with displayed events and interactions on the host by sending control signals or commands to the haptic feedback device and the actuators.

[0005] Many low cost haptic feedback devices provide forces to the user by vibrating the manipulandum and/or the housing of the device that is held by the user. The output of simple vibration haptic feedback (tactile sensations) requires less complex hardware components and software control over the force-generating elements than does more sophisticated haptic feedback. One or more motors are mounted in the housing of the devices and are energized to provide the vibration forces. An eccentric mass is positioned on the shaft of each motor, and the shaft is rotated quickly to cause the motor and the housing of the device to vibrate. One problem with these currently-available implementations of vibration haptic feedback devices is that the vibrations that these implementations produce are limited.

SUMMARY OF THE INVENTION

[0006] The present invention is directed to controlling vibrotactile sensations in haptic feedback devices which are interfaced with a host application program. The present invention allows more varied and complex sensations to be provided using inexpensive electronics and mechanical parts.

[0007] More specifically, the present invention relates to a method for providing a vibration for a haptic feedback device. An actuator in a haptic feedback device is provided and includes a rotatable mass, and a drive signal is received at the haptic feedback device. The drive signal controls the actuator to oscillate the mass in two directions about an axis of rotation of the actuator such that the oscillation of the mass induces a vibration in the haptic feedback device. The magnitude and frequency of the vibration can be independently controlled by adjusting a magnitude and a frequency, respectively, of the drive signal.

[0008] The mass of the actuator can be an eccentric mass, and the oscillation can be accomplished in a bi-directional mode, where a different drive signal is provided to the actuator in a uni-directional mode to rotate the eccentric mass in a single direction about the axis of rotation of the shaft. The uni-directional mode can be used to output high magnitude, low frequency vibrotactile effects, and the bi-directional mode can be used to output high frequency vibrotactile effects. The haptic feedback device can be a gamepad controller receiving commands from a host computer which determines when the vibration is to be output based on events occurring within a graphical environment implemented and displayed by the computer.

[0009] Another aspect of the invention is concerned with a method for commanding a vibration for a haptic feedback device from a host computer that implements a graphical environment. An indication to output information to cause a haptic effect to be output to a user of the haptic feedback device. The indication is caused by an event or interaction occurring in the graphical environment of the host computer. Information is provided to the haptic feedback device and includes a magnitude and a frequency that are independently adjustable. An actuator is caused to oscillate a mass about an axis of rotation in two directions to cause a vibration in the haptic feedback device, where a magnitude and a frequency of the vibration is based on the magnitude and frequency included in the information. The indication to output the information can be received by a force feedback driver program running on the host computer, or another software layer. The information provided to the haptic feedback device can be a command including parameters describing the magnitude and frequency, or can be a drive signal which is provided to the actuator.

[0010] In another aspect, a haptic feedback device provides vibrotactile sensations to a user, is coupled to a host computer and includes a housing and an actuator coupled to the housing and including a mass, wherein said mass can be rotated by the actuator. The device also includes a circuit for driving the actuator in two directions, the circuit receiving a drive signal and causing the actuator to oscillate the mass and induce a vibration in the housing. The vibration is experienced by the user as vibrotactile sensations. The mass can be an eccentric mass positioned offset on the rotating shaft. The circuit for driving the actuator can include an H-bridge circuit or can include two linear amplifiers. The haptic feedback device can be a gamepad controller that receives information from the host which determines when the vibrotactile sensations are to be output based on events occurring within a graphical environment implemented and displayed by the host computer.

[0011] The present invention advantageously provides a haptic feedback device that can output a wide variety of

vibrotactile sensations. Both the frequency and amplitude of the vibrations can be controlled using bi-directional control features, allowing a much wider range of sensations to be experienced by the user than in the uni-directional prior art devices. Furthermore, the device is low in cost to produce and is thus quite suitable for home consumer applications.

[0012] These and other advantages of the present invention will become apparent to those skilled in the art upon a reading of the following specification of the invention and a study of the several Figures of the drawings.

BRIEF DESCRIPTION OF THE DRAWINGS

[0013] FIG. 1 is a block diagram of a haptic feedback system suitable for use with the present invention;

[0014] FIG. 2a is a perspective view of one embodiment of a motor having an eccentric mass that is rotated to provide vibrations to an interface device;

[0015] FIGS. 2b and 2c are top plan views of a motor and differently-shaped eccentric masses;

[0016] FIG. 3 is a graph illustrating a vibration magnitude vs. motor voltage for prior art devices;

[0017] FIG. 4 is a graph illustrating a vibration magnitude vs. frequency of oscillation of the eccentric or drive signal;

[0018] FIG. 5a is a schematic diagram illustrating a first example of a drive circuit which can be used to drive the actuator in bi-directional mode; and

[0019] FIG. 5b is a schematic diagram illustrating a second example of a drive circuit which can be used to drive the actuator in bi-directional mode.

DETAILED DESCRIPTION OF PREFERRED EMBODIMENTS

[0020] FIG. 1 is a block diagram illustrating a force feedback interface system 10 for use with the present invention controlled by a host computer system. Interface system 10 includes a host computer system 12 and an interface device 14.

[0021] Host computer system 12 can be any of a variety of computer systems. Other types of computers may also be used, such as a personal computer (PC, Macintosh, etc.), a television "set top box" or a "network computer," a workstation, a portable and/or handheld game device or computer, etc. Host computer system 12 preferably implements a host application program with which a user 22 is interacting via peripherals and interface device 14. For example, the host application program can be a video or computer game, medical simulation, scientific analysis program, operating system, graphical user interface, or other application program that utilizes force feedback. Typically, the host application provides images to be displayed on a display output device, as described below, and/or other feedback, such as auditory signals. The host application, or a driver program, API or other layer running on the host computer, preferably sends out information to cause haptic feedback to the user on the device 14, as described below, based on events or interactions occurring within the host application. For example, when a user-controlled vehicle collides with a fence in a game or simulation, a vibration can be output to the user to enhance the interactive experience of the colli-

sion. Similarly, when a user-controlled cursor moves onto another object such as an icon or text heading, vibrations can be used to inform the user of the interaction.

[0022] Host computer system 12 preferably includes a host microprocessor 16, a clock 18, a display screen 20, and an audio output device 21. Microprocessor 16 can be one or more of any of well-known microprocessors. Random access memory (RAM), read-only memory (ROM), and input/output (I/O) electronics are preferably also included in the host computer. Display screen 20 can be used to display images generated by host computer system 12 or other computer systems, and can be a standard display screen, television, CRT, flat-panel display, 2-D or 3-D display goggles, or any other visual interface. Audio output device 21, such as speakers, is preferably coupled to host microprocessor 16 via amplifiers, filters, and other circuitry well known to those skilled in the art and provides sound output to user 22 from the host computer 12. Other types of peripherals can also be coupled to host processor 16, such as storage devices (hard disk drive, CD ROM/DVD-ROM drive, floppy disk drive, etc.), communication devices, printers, and other input and output devices. Data for implementing the interfaces of the present invention can be stored on computer readable media such as memory (RAM or ROM), a hard disk, a CD-ROM or DVD-ROM, etc.

[0023] An interface device 14 is coupled to host computer system 12 by a bi-directional bus 24. Interface device 14 can be a gamepad controller, joystick controller, mouse controller, steering wheel controller, or other device which a user may manipulate to provide input to the computer system and experience force feedback. The bi-directional bus sends signals in either direction between host computer system 12 and the interface device. An interface port of host computer system 12, such as an RS232 or Universal Serial Bus (USB) serial interface port, parallel port, game port, etc., connects bus 24 to host computer system 12. Alternatively, a wireless communication link can be used.

[0024] Interface device 14 includes a local microprocessor 26, sensors 28, actuators 30, a user object 34, optional sensor interface 36, an actuator interface 38, and other optional input devices 39. Local microprocessor 26 is coupled to bus 24 and is considered local to interface device 14 and is dedicated to force feedback and sensor I/O of interface device 14. Microprocessor 26 can be provided with software instructions to wait for commands or requests from computer host 12, decode the command or request, and handle/control input and output signals according to the command or request. In addition, processor 26 preferably operates independently of host computer 12 by reading sensor signals and calculating appropriate forces from those sensor signals, time signals, and stored or relayed instructions selected in accordance with a host command. Suitable microprocessors for use as local microprocessor 26 include the MC68HC711E9 by Motorola, the PIC16C74 by Microchip, and the 82930AX by Intel Corp., for example. Microprocessor 26 can include one microprocessor chip, or multiple processors and/or co-processor chips, and/or digital signal processor (DSP) capability.

[0025] Microprocessor 26 can receive signals from sensors 28 and provide signals to actuators 30 of the interface device 14 in accordance with instructions provided by host computer 12 over bus 24. For example, in a preferred local

control embodiment, host computer **12** provides high level supervisory commands to microprocessor **26** over bus **24**, and microprocessor **26** manages low level force control loops to sensors and actuators in accordance with the high level commands and independently of the host computer **12**. The force feedback system thus provides a host control loop of information and a local control loop of information in a distributed control system. This operation is described in greater detail in U.S. Pat. No. 5,734,373, incorporated herein by reference. Microprocessor **26** can also receive commands from any other input devices **39** included on interface apparatus **14**, such as buttons, and provides appropriate signals to host computer **12** to indicate that the input information has been received and any information included in the input information. Local memory **27**, such as RAM and/or ROM, can be coupled to microprocessor **26** in interface device **14** to store instructions for microprocessor **26** and store temporary and other data (and/or registers of the microprocessor **26** can store data). In addition, a local clock **29** can be coupled to the microprocessor **26** to provide timing data.

[0026] Sensors **28** sense the position, motion, and/or other characteristics of a user manipulandum **34** of the interface device **14** along one or more degrees of freedom and provide signals to microprocessor **26** including information representative of those characteristics. Rotary or linear optical encoders, potentiometers, photodiode or photoresistor sensors, velocity sensors, acceleration sensors, strain gauge, or other types of sensors can be used. Sensors **28** provide an electrical signal to an optional sensor interface **36**, which can be used to convert sensor signals to signals that can be interpreted by the microprocessor **26** and/or host computer system **12**. For example, these sensor signals can be used by the host computer to influence the host application program, e.g. to steer a race car in a game or move a cursor across the screen.

[0027] One or more actuators **30** transmit forces to the interface device **14** and/or to manipulandum **34** of the interface device **14** in response to signals received from microprocessor **26**. In one embodiment, the actuators output forces on the housing of the interface device **14** which is handheld by the user, so that the forces are transmitted to the manipulandum through the housing. Alternatively or additionally, actuators can be directly coupled to the manipulandum **34**. Actuators **30** can include two types: active actuators and passive actuators. Active actuators include linear current control motors, stepper motors, pneumatic/hydraulic active actuators, a torquer (motor with limited angular range), voice coil actuators, moving magnet actuators, and other types of actuators that transmit a force to move an object. Passive actuators can also be used for actuators **30**, such as magnetic particle brakes, friction brakes, or pneumatic/hydraulic passive actuators. Active actuators are preferred in the embodiments of the present invention. Actuator interface **38** can be connected between actuators **30** and microprocessor **26** to convert signals from microprocessor **26** into signals appropriate to drive actuators **30**, as is described in greater detail below.

[0028] Other input devices **39** can optionally be included in interface device **14** and send input signals to microprocessor **26** or to host processor **16**. Such input devices can include buttons, dials, switches, levers, or other mechanisms. For example, in embodiments where the device **14** is

a gamepad, the various buttons and triggers can be other input devices **39**. Or, if the user manipulandum **34** is a joystick, other input devices can include one or more buttons provided, for example, on the joystick handle or base. Power supply **40** can optionally be coupled to actuator interface **38** and/or actuators **30** to provide electrical power. A safety switch **41** is optionally included in interface device **14** to provide a mechanism to deactivate actuators **30** for safety reasons.

[0029] Manipulandum (or “user object”) **34** is a physical object, device or article that may be grasped (held in the hand between two or more fingers or in the palm) or otherwise contacted or controlled by a user and which is coupled to interface device **14**. In some embodiments, the user **22** can manipulate and move the manipulandum along provided degrees of freedom to interface with the host application program the user is viewing on display screen **20**. Manipulandum **34** in such embodiments can be a joystick, mouse, trackball, stylus (e.g. at the end of a linkage), steering wheel, sphere, medical instrument (laparoscope, catheter, etc.), pool cue (e.g. moving the cue through actuated rollers), hand grip, knob, button, or other object. Mechanisms can be used to provide degrees of freedom to the manipulandum, such as gimbal mechanisms, slotted yoke mechanisms, flexure mechanisms, etc. Various embodiments of suitable mechanisms are described in U.S. Pat. Nos. 5,767,839; 5,721,566; 5,623,582; 5,805,140; 5,825,308; and patent application Ser. Nos. 08/965,720, 09/058,259, 09/156,802, 09/179,382, and 60/133,208; all incorporated herein by reference.

[0030] In other embodiments, the haptic feedback can be output directly on the housing of a device, such as a handheld device. For example, the housing can be used for a gamepad, remote control, telephone, or other handheld device. In a gamepad embodiment, the housing of the gamepad can receive the vibrotactile feedback of the present invention, and a fingertip joystick or other control on the gamepad can be provided with separate haptic feedback, e.g. with motors coupled to the joystick mechanism to provide force feedback in the degrees of freedom of the joystick, and/or tactile feedback. Some gamepad embodiments may not include a joystick, so that manipulandum **34** can be a button pad or other device for inputting directions or commands to the host computer.

Controlling Force Feedback Vibrations Using Bi-Directional Motor Output

[0031] The present invention provides more control over vibrotactile feedback using an actuator having a moving mass. In existing implementations, the moving mass is rotated by a rotary actuator, as described below.

[0032] FIG. 2a is a graph illustrating a DC rotary motor **100** that can be included in a handheld controller **14** or coupled to manipulandum **34** as actuator **30** for providing force feedback to the user of the controller **14** and/or manipulandum **34**. Motor **100** includes a shaft **102** that rotates about an axis A, and an eccentric mass **104** is rigidly coupled to the shaft **102** and thus rotates with the shaft about axis A. In one preferred embodiment, the housing **106** of the motor **100** is coupled to the housing of the interface device **14**, e.g. the motor can be attached to the inside of the housing of a handheld gamepad or other controller. In other embodi-

ments, the actuator can be coupled to a movable manipulandum, such as a joystick or mouse, or other member.

[0033] Many different types and shapes of eccentric masses **104** can be used. As shown in **FIG. 2b**, a wedge- or pie-shaped eccentric can be used, where one end of the eccentric is coupled to the shaft **102** so that most of the wedge extends to one side of the shaft. Alternatively, as shown in **FIG. 2c**, a cylindrical or other-shaped mass **108** can be coupled to the shaft **102**. The center **110** of the mass **108** is positioned to be offset from the axis of rotation A of the shaft **102**, creating an eccentricity parameter e that is determined by the distance between the axis of rotation of the shaft **102** and the center of mass of the mass **108**. The e parameter can be adjusted in different device embodiments to provide stronger or weaker vibrations, as desired. For example, the radial force due to the unbalanced rotating mass is given by $F = m \cdot \omega^2 \cdot e$, where m is the rotating mass, ω is the angular velocity, and e is the eccentricity. This relationship predicts that greater magnitude is obtained by changing the eccentricity if the motor is driven constantly in one direction.

[0034] When the eccentric mass **104** is rotated by the motor **100**, a vibration is induced in the motor and in any member coupled to the motor due to the off-balance motion of the mass. Since the housing **106** of motor **100** is preferably coupled to a housing of a controller or to a movable manipulandum, the vibration is transmitted to the user that is holding the housing or manipulandum. One or more of motors **100** can be included in a device **14** to provide vibrotactile or other haptic feedback; for example, two motors may be used to provide stronger magnitude vibrations and/or vibrations in two different directions.

[0035] **FIG. 3** is a graph **112** illustrating a uni-directional mode of the motor **100**. In this mode, the motor is controlled by a voltage value to rotate the eccentric mass in one direction about the axis of rotation of the shaft. For example, a local microprocessor can output a voltage directly to the motor, or an actuator interface can provide the desired voltage value to the motor **100**. Typically, an on-off drive voltage signal is used, where the duty cycle of the drive signal indicates the actual voltage seen across the motor.

[0036] The graph **112** shows the relationship between voltage (the horizontal axis) and acceleration on the surface of the housing of the controller device **14** (the vertical axis). A top portion and a side portion of the housing are areas where the acceleration has been measured for this graph, as indicated by the different curves; in addition, a large eccentric mass and a smaller eccentric mass were used. The magnitude of acceleration is indicative of the magnitude of vibration as experienced by the user. As shown, the vibration increases in magnitude proportionally with the magnitude of voltage used to control the motor.

[0037] Prior art devices use the uni-directional mode to provide vibrotactile feedback to a controller held by the user. An advantage of this mode is that strong vibrations can be provided to the user.

[0038] **FIG. 4** is a graph **120** illustrating the output results of a bi-directional mode of the present invention of the motor **100** for outputting vibrotactile feedback. In this mode, the motor is controlled by a drive waveform that changes between positive and negative signs, thereby changing the

direction of rotation of the motor shaft **102** in accordance with the waveform. In the preferred method of operation, the eccentric mass **104** never completes a full rotation, but is instead controlled to oscillate approximately about a single point in its range of motion (a forced harmonic). The eccentric mass thus travels through only a portion of the full range of motion of the shaft before it changes direction and moves in the opposite direction. This causes a vibration in the motor and in any member or housing coupled to the motor as the mass is quickly moved back and forth. In practice, it has been found that a minimum frequency must be provided for the eccentric mass to oscillate about a single point; below that natural frequency of the eccentric mass, the mass will tend to shift about the rotational range of the actuator as it oscillates. The natural frequency is determined by the spring constant of the inherent cogging effect (reluctance force) of the motor.

[0039] The graph **120** shows the relationship for several motors between frequency of oscillation of the eccentric or drive signal (the horizontal axis) and acceleration on the top surface of the housing of the controller device **14** (the vertical axis). As shown in the graph, for most of the motors shown, a higher frequency of oscillation causes a lower magnitude of vibration, while a lower frequency of oscillation causes a higher magnitude of vibration. The dynamic range of control is much greater in bi-directional mode than in uni-directional mode. The results shown in graph **120** were obtained using a current-controlled linear amplifier; however, a voltage controlled amplifier can also be used, and/or a switching amplifier can be used as shown in **FIG. 5a**. The drive waveform can be a current waveform or a voltage waveform, depending on the particular amplifier circuit and other circuitry used in a particular implementation.

[0040] The drive waveform can be supplied by a local controller or circuitry, such as microprocessor **26**, by an actuator interface **38**, or the host computer **12** can directly supply the voltage (using an amplifier) or a command to supply a desired voltage. For example, a force feedback driver program, API, or application program (or other software layer) running on the host computer can provide an actuator command having independently-controllable magnitude and frequency parameters, where the command is provided in response to an event or interaction in the graphical environment provided by the host. The local microprocessor or other circuitry can receive the command and parameters and, in response, provide a drive signal of the appropriate frequency or magnitude to the actuator(s). Alternatively, a host computer program can provide a drive signal directly to the device and actuator(s).

[0041] The curves shown in graph **120** are at a maximum amplitude of drive waveform for the motor (i.e. the maximum current which was used to drive the motors in the test resulting in graph **120**). If a lower amplitude drive waveform is used, then the magnitude of vibration output is correspondingly lower. This allows the controller of the drive waveform to adjust the magnitude of vibration to a desired level within the allowed magnitude range by adjusting the current magnitude of the waveform. The controller can also adjust the frequency of the drive waveform independently of the amplitude of the drive waveform to adjust the frequency of vibration. This allows different frequency vibrations to be output independently of the magnitude of those vibrations,

thereby providing a degree of control over the vibration that is not possible in uni-directional mode.

[0042] Although the maximum magnitude of vibration (acceleration) in bi-directional mode is less than the maximum vibration magnitude that can be output in uni-directional mode, the advantage of independently controllable magnitude and frequency of vibration allows a great many haptic feedback effects to be generated that are not possible in uni-directional mode. In uni-directional mode, a vibration can be made strong by increasing the voltage and thus the frequency of rotation of the eccentric mass. However, the strength of vibration must always be associated with a corresponding frequency, causing a similar feel to the user each time a particular-strength of vibration is output. In bi-directional mode, two vibrations may be of similar magnitude but completely different frequencies, or, have the same frequencies but different magnitudes. This creates a large variety of vibration sensations which can be output to the user.

[0043] In one optimized embodiment, both uni-directional mode and bi-directional mode are used in a single hybrid controller device 14. A motor 100 that is configured to operate in bi-directional mode may be able to operate in uni-directional mode, e.g. a voltage controlled bridge circuit may be able to drive the motor in both modes (a current-controlled motor is not as appropriate for uni-directional mode). In some embodiments, an amplifier that can operate as a voltage control amplifier for uni-directional mode and as a different amplifier (e.g. current controlled) for bi-directional mode can be used; or, two different amplifiers can be used which can be alternatively selected, where the appropriate amplifier is selected based on the current mode. Since uni-directional mode can offer vibrations of higher magnitude, this mode can be useful to generate very strong lower-frequency force feedback effects, e.g. explosions, collisions, etc. in a game displayed and implemented by the host computer. For example, a given actuator can be driven with voltage control in uni-directional mode to get large magnitude vibrations from 5 to 80 Hz. The controller (e.g. microprocessor 26) can then switch to bi-directional current control mode to produce high frequency vibrations. This multi-mode approach provides higher bandwidth that would not be possible in uni-directional mode and opens up a whole range of haptic feedback effects. Using this paradigm, for example, a 10 g 5 Hz vibration can be output in uni-directional mode followed by a high frequency decaying ringing to simulate loss of vehicle control followed by impact with a metal guardrail in a racing game implemented by the host computer. Other combinations of uni-directional vibrations and bi-directional vibrations can be provided. In other embodiments, one actuator in the device 14 operates in uni-directional mode, and another actuator can operate in bi-directional mode, allowing uni-directional vibrations to be output at different times or simultaneously.

[0044] The vibration effects described above can be greatly varied by changing the drive waveform. Software tools such as Immersion Studio™ from Immersion Corporation can be used to design and provide different vibration waveforms and to determine which output is best for a particular application.

[0045] FIG. 5a is a schematic diagram of a first example of a drive circuit 50 which can be used to drive actuator 30

(e.g., motor 100 or other type of actuator). This circuit allows the actuator to operate in bi-directional mode. The circuit can be included in the actuator interface 38 of FIG. 1, for example, or within microprocessor 26 or other circuitry.

[0046] Circuit 50 is a well-known H-bridge circuit that allows an input current or voltage to drive the actuator 30 in either direction by providing current or voltage in either direction through the actuator load. Transistors 52, 54, 56, and 58 are provided in the configuration shown and are used as switches to provide voltage or current in one of two directions through the motor 30 depending on the switched configuration. For example, transistors 52 and 54 can be switched on and transistors 56 and 58 can be switched off to provide current in one direction through the motor 30, and transistors 56 and 58 can be switched on while transistors 52 and 54 are switched off to provide current in the other direction through the motor 30. The operation of switching H-bridge circuits are well known to those skilled in the art. Either a voltage-controlled amplifier or a current-controlled amplifier circuit can be used. Other H-bridge switching circuits that use FET transistors can also be used in the present invention. One such switching circuit is disclosed copending Application No. 60/133,370, which is incorporated herein by reference.

[0047] FIG. 5b is a diagram of a second example of a drive circuit 60 that can be used to drive actuator 30 in bi-directional mode. Circuit 60 allows an input current to drive the actuator 30 in either direction by providing current in either direction through the actuator load. An input signal is provided at node 62, and is amplified either by linear amplifier 64 or linear amplifier 66 depending on the direction of the current, where an inverter 68 inverts the signal for amplifier 66. Such functionality can be obtained with many commonly available linear amplifier integrated circuits. Any amplifier circuit which is capable of reversing drive current can be used to drive the motor in two directions.

[0048] In other embodiments of the present invention, yet other types of actuators can be used. For example, a solenoid having linear motion can be used to provide the bi-directional vibrations described above. Rotary or linear voice coil or moving magnet actuators can also be used.

[0049] While this invention has been described in terms of several preferred embodiments, it is contemplated that alterations, permutations and equivalents thereof will become apparent to those skilled in the art upon a reading of the specification and study of the drawings. Furthermore, certain terminology has been used for the purposes of descriptive clarity, and not to limit the present invention. It is therefore intended that the following appended claims include alterations, permutations, and equivalents as fall within the true spirit and scope of the present invention.

1. A method, comprising:

receiving a signal at a haptic feedback device, the haptic feedback device including an actuator, the actuator having a rotatable eccentric mass and defining an axis of rotation; and

generating a bi-directional drive signal based on the received signal, the drive signal operative to control the actuator to oscillate the mass in two directions about

the axis of rotation such that oscillation of the eccentric mass induces haptic feedback.

2. The method of claim 1, further comprising:

controlling a magnitude and a frequency of the haptic feedback, the magnitude and frequency being decoupled from each other, by adjusting the bi-directional drive signal.

3. The method of claim 1, further comprising:

outputting a high magnitude, low frequency vibration.

4. The method of claim 1, further comprising:

outputting a high frequency vibration.

5. The method of claim 1, wherein receiving a signal includes receiving the signal from a computer, the signal is based on values associated with a graphical image on the computer.

6. The method of claim 1, further comprising:

transmitting an input signal to the computer, the input signal being based on an indicator associated with manipulation of the haptic feedback device, the haptic feedback device being manipulable in at least two degrees of freedom.

7. The method of claim 1, wherein the drive signal is provided to the actuator via an H-bridge circuit.

8. The method of claim 1, wherein the eccentric mass is wedge-shaped.

9. A method, comprising:

receiving an indication of at least one of an event and an interaction associated with a graphic environment;

sending a bi-directional control signal to a haptic feedback device in response to the indication, the bi-directional control signal including a magnitude indication and a frequency indication, the bi-directional control signal being configured to cause the haptic feedback device to oscillate a mass in two directions with a magnitude associated with the magnitude indication and a frequency associated with the frequency indication, the mass being coupled to a rotary actuator, the mass being an eccentric mass that is configured to rotate about an axis of rotation of the actuator; and

outputting a high frequency vibrotactile effect.

10. The method of claim 9, wherein the magnitude indication and the frequency indication are independently applicable.

11. The method of claim 9, wherein the control signal is configured to cause the haptic feedback device to control the magnitude of the mass oscillation independent of the frequency of the mass oscillation.

12. The method of claim 9, further comprising:

outputting a high magnitude, low frequency vibrotactile effect in response to the sending the control signal.

13. A device, comprising:

a rotary actuator defining an axis of rotation and having an eccentric mass coupled to the rotary actuator, said

rotary actuator configured to rotate the eccentric mass about the axis of rotation; and

a circuit coupled to said rotary actuator, said circuit configured to send a bi-directional drive signal to said rotary actuator, said rotary actuator configured to oscillate said mass about the axis of rotation in two directions in response to the bi-directional drive signal; and

outputting a high frequency vibrotactile effect.

14. The device of claim 13, wherein said eccentric mass is offset from the axis of rotation.

15. The device of claim 13, wherein said circuit includes an H-bridge circuit configured to provide current in two directions to said rotary actuator.

16. The device of claim 13, wherein said circuit includes two linear amplifiers, each of said linear amplifiers is configured to amplify a signal to said rotary actuator in a different direction to cause said rotary actuator to be drivable in said two directions.

17. The device of claim 13, wherein said device is a gamepad controller, said gamepad controller is configured to receive a signal from a computer, the signal is operative to cause the output of the vibration based on data associated with a graphical environment implemented and displayed by the computer.

18. The device of claim 17, wherein said gamepad controller includes a joystick having two degrees of freedom, said joystick configured to provide input to the computer.

19. A method, comprising:

receiving a first indication at a haptic feedback device having a mass and an actuator defining an axis of rotation;

producing a first drive signal based on the first indication, the first drive signal operative to rotate a mass in one direction about the axis of rotation of the actuator, the first drive signal associated with a first vibration of the haptic feedback device;

receiving a second indication at the haptic feedback device; and

producing a second drive signal based on the second indication, the second drive signal operative to oscillate the mass in two directions about the axis of rotation of the actuator, the second drive signal associated with a second vibration of the haptic feedback device.

20. The method of claim 19, wherein a magnitude and a frequency of the second vibration are controlled independently from each other by adjusting a magnitude indicator and a frequency indicator associated with the second drive signal.

21. The method of claim 19, wherein the first vibration is output for high magnitude, low frequency vibrotactile effects, and the second vibration is output for high frequency vibrotactile effects.

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