Game Mechanic	Prior Mouse + Keyboard	Pen + Touch in PiHC
Unit Selection	Box selection and single unit clicking.	Extended lasso and single unit tapping.
Command Selection and Invocation	Keyboard hot keys, default command right click, queuing with the shift key, and single-point click invocation.	Number of fingers command selection panel, queuing using scrubbed activation, formation drawing and tap invocation.
Macro	Keyboard factory selection through control groups and keyboard hotkeys for build commands.	In-context menu through direct and proxy selection.
View Manipulation and Selection	Screen edge panning, minimap dragging, control group double-tap, and saved came postion hotkeys.	Direct manipulation multi-touch, bimanual configurable viewpoints, and double tap or two finger press on control group button.
Control Groups	Number hotkeys, shift to add, and cntl to redefine.	Control group buttons. One finger to select/add, two fingers to see in game view and activate default command.