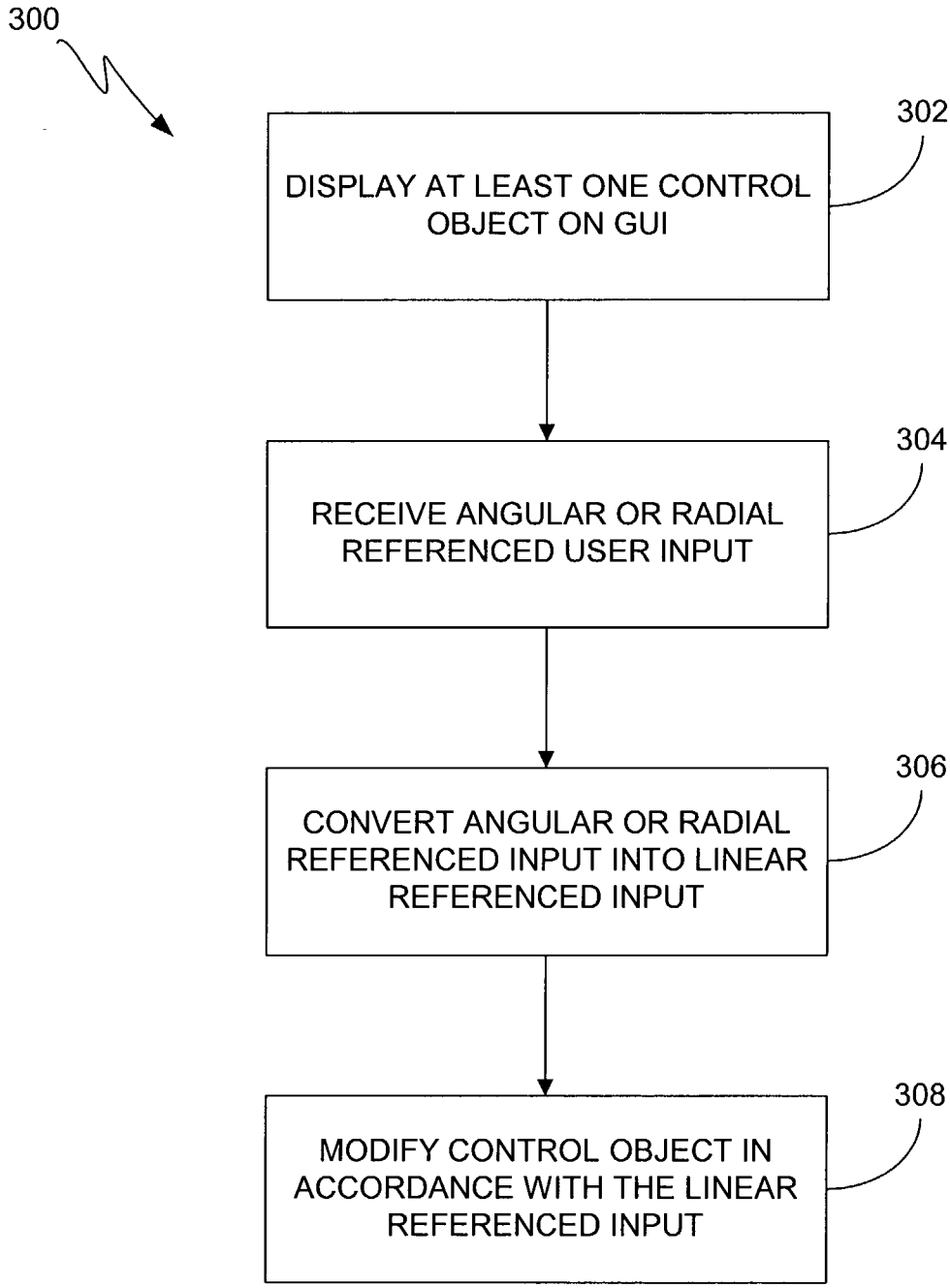
300
302
DISPLAY AT LEAST ONE CONTROL OBJECT ON GUI
304
RECEIVE ANGULAR OR RADIAL REFERENCED USER INPUT
306
CONVERT ANGULAR OR RADIAL REFERENCED INPUT INTO LINEAR REFERENCED INPUT
308
MODIFY CONTROL OBJECT IN ACCORDANCE WITH THE LINEAR REFERENCED INPUT

FIG. 9