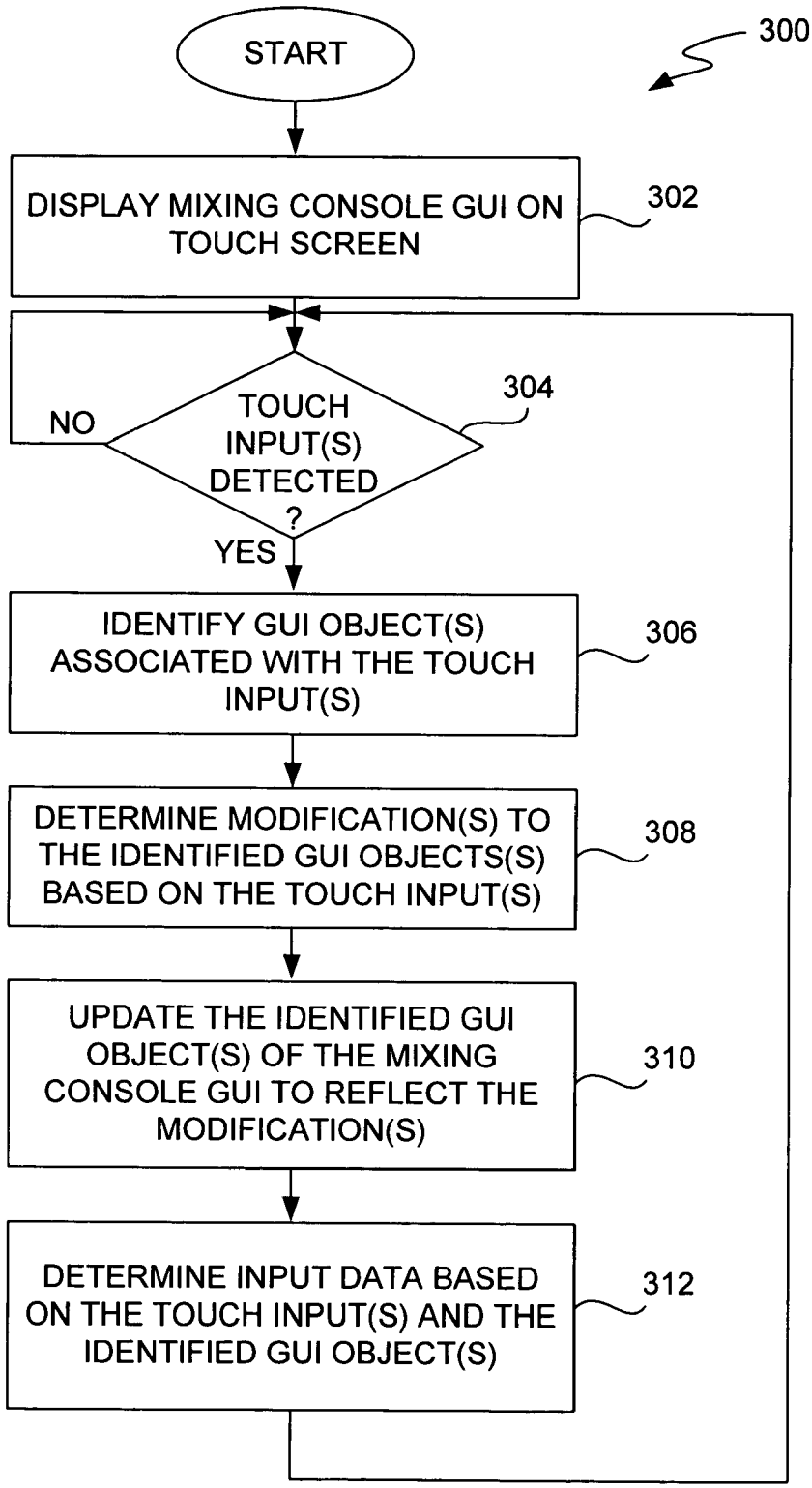
300
START
DISPLAY MIXING CONSOLE GUI ON TOUCH SCREEN
302
TOUCH INPUT(S) DETECTED ?
304
NO
YES
IDENTIFY GUI OBJECT(S) ASSOCIATED WITH THE TOUCH INPUT(S)
306
DETERMINE MODIFICATION(S) TO THE IDENTIFIED GUI OBJECTS(S) BASED ON THE TOUCH INPUT(S)
308
UPDATE THE IDENTIFIED GUI OBJECT(S) OF THE MIXING CONSOLE GUI TO REFLECT THE MODIFICATION(S)
310
DETERMINE INPUT DATA BASED ON THE TOUCH INPUT(S) AND THE IDENTIFIED GUI OBJECT(S)
312

FIG. 3A