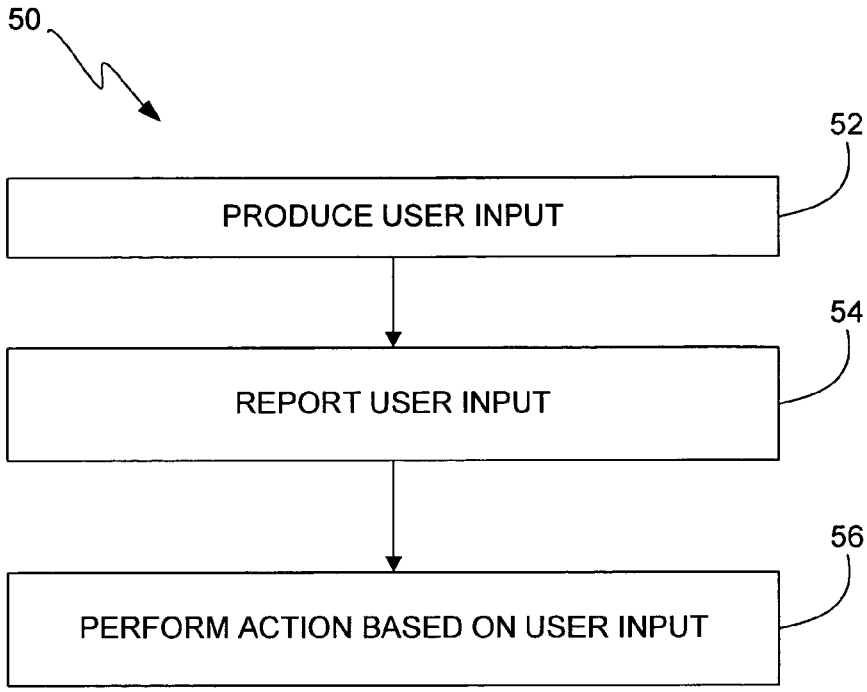
50
52
PRODUCE USER INPUT
54
REPORT USER INPUT
56
PERFORM ACTION BASED ON USER INPUT

FIG. 3

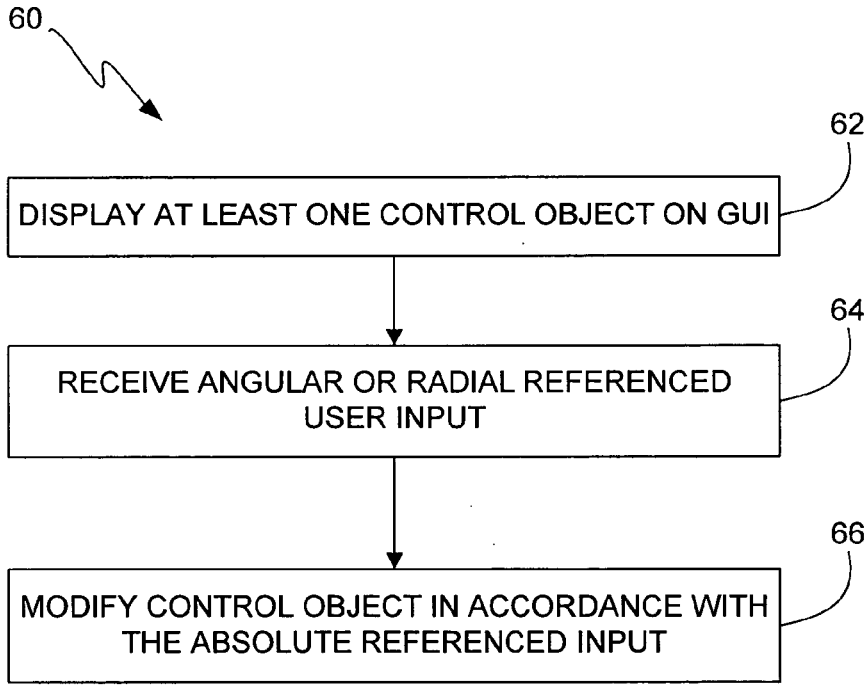
60
62
DISPLAY AT LEAST ONE CONTROL OBJECT ON GUI
64
RECEIVE ANGULAR OR RADIAL REFERENCED USER INPUT
66
MODIFY CONTROL OBJECT IN ACCORDANCE WITH THE ABSOLUTE REFERENCED INPUT

FIG. 4