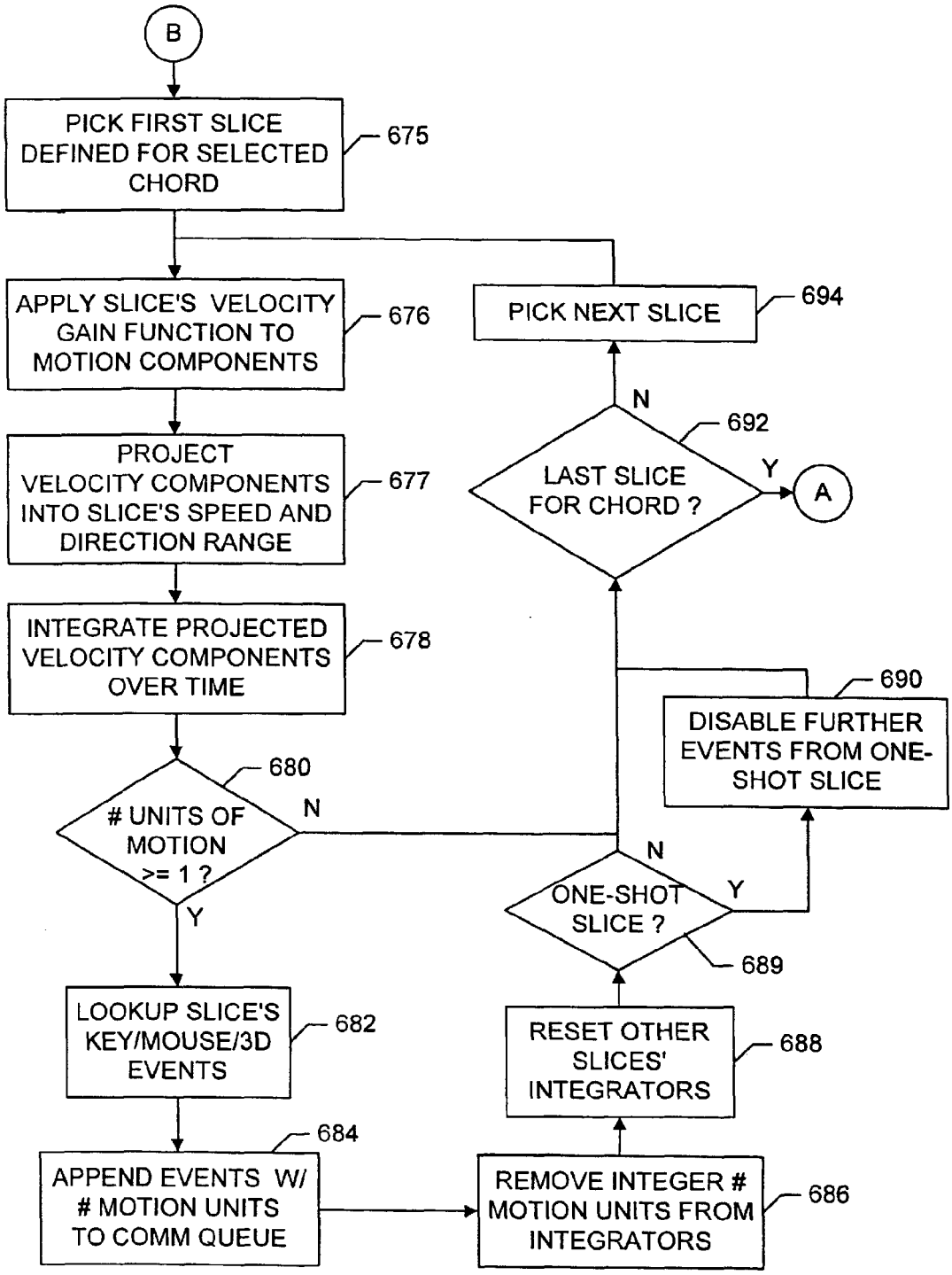
B
PICK FIRST SLICE DEFINED FOR SELECTED CHORD
675
APPLY SLICE'S VELOCITY GAIN FUNCTION TO MOTION COMPONENTS
676
PROJECT VELOCITY COMPONENTS INTO SLICE'S SPEED AND DIRECTION RANGE
677
INTEGRATE PROJECTED VELOCITY COMPONENTS OVER TIME
678
UNITS OF MOTION >= 1 ?
680
N
Y
LOOKUP SLICE'S KEY/MOUSE/3D EVENTS
682
APPEND EVENTS W/ # MOTION UNITS TO COMM QUEUE
684
REMOVE INTEGER # MOTION UNITS FROM INTEGRATORS
686
RESET OTHER SLICES' INTEGRATORS
688
ONE-SHOT SLICE ?
689
N
Y
DISABLE FURTHER EVENTS FROM ONE-SHOT SLICE
690
LAST SLICE FOR CHORD ?
692
N
Y
A
PICK NEXT SLICE
694

FIG. 40B