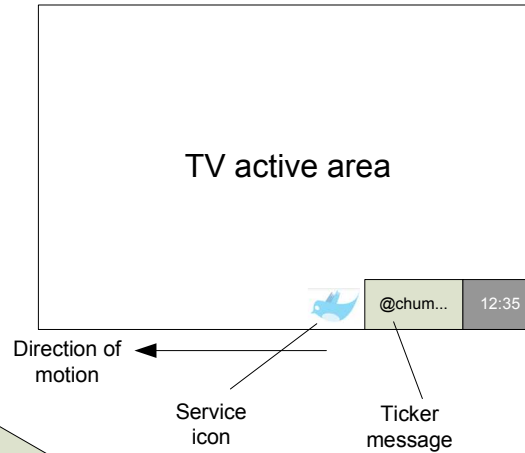


Overview of screen real estate allocations for event mode

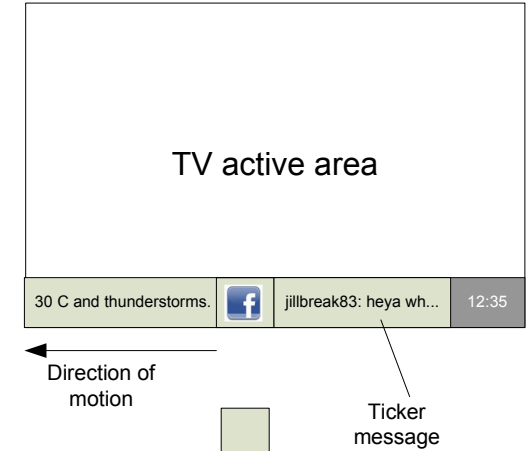
IDLE STATE



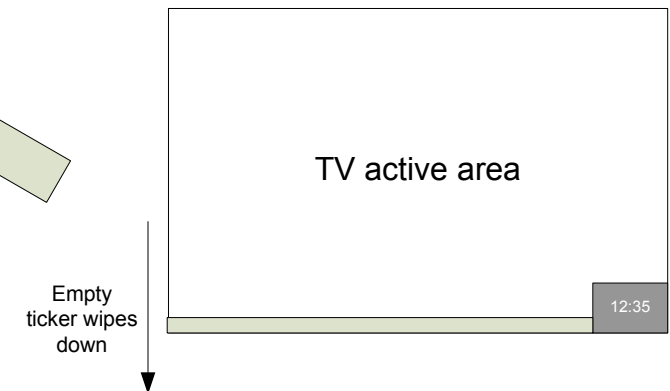
INCOMING EVENT



DISPLAYING EVENTS



NO EVENTS



States of the
eventing UI

At all times, control panel
1. plays widgets "as usual";
however, all rendering is
hidden or off-screen.

