



When the operator touches and then begins to make a straight line instead of a circle the movement pad appears above the content as a transparent circle

The dashed lines indicate acceleration boundaries. These lines are not visible to the user but are “felt” when the operator has used the ZUI movement joystick long enough. When the operator moves between acceleration boundaries, the movement of the ZUI increases or decreases by a different constant, this is to facilitate using the same movement interface to move between local items (items within the same screen area) to those slightly outside the screen area to those items that are across the ZUI plane.