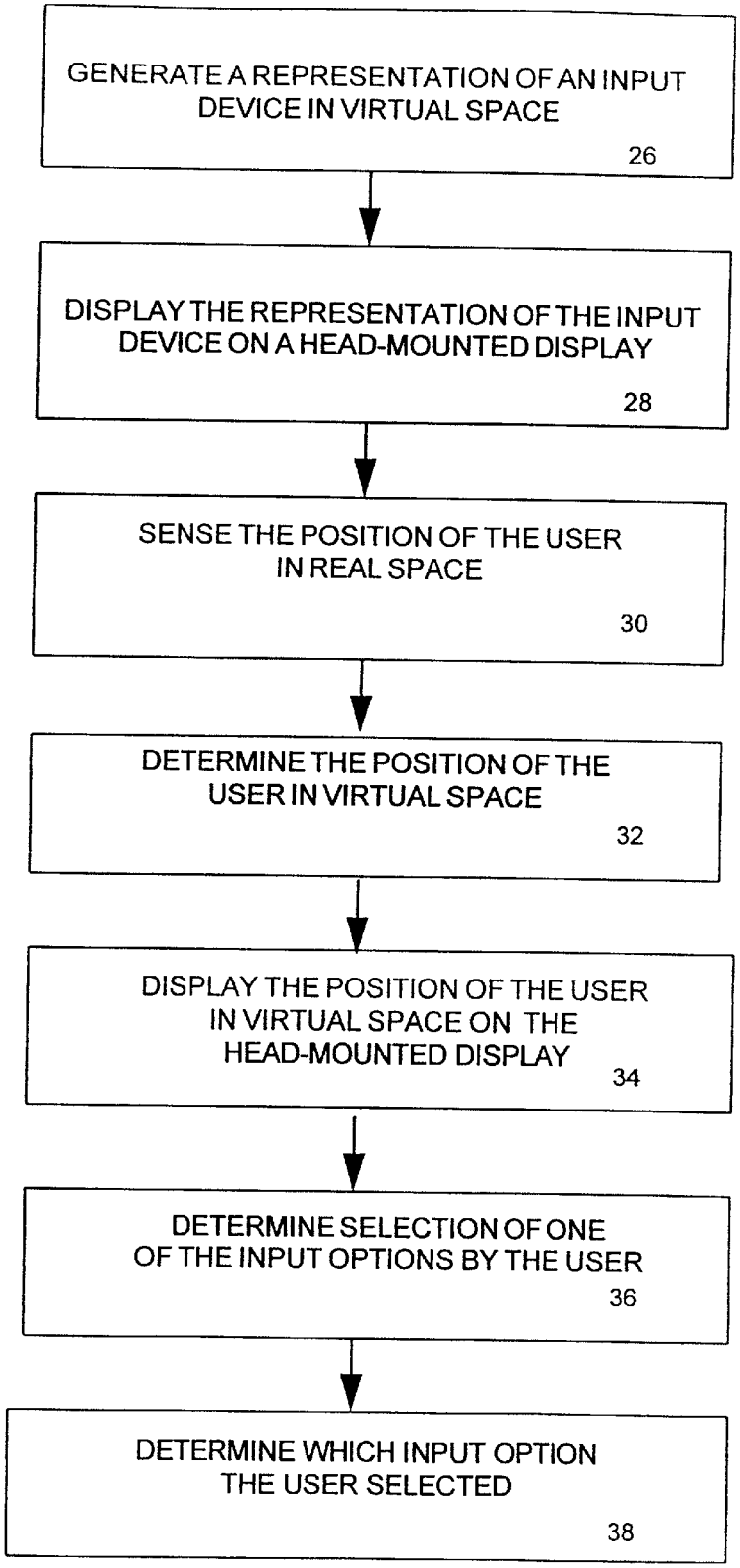
GENERATE A REPRESENTATION OF AN INPUT DEVICE IN VIRTUAL SPACE
26
DISPLAY THE REPRESENTATION OF THE INPUT DEVICE ON A HEAD-MOUNTED DISPLAY
28
SENSE THE POSITION OF THE USER IN REAL SPACE
30
DETERMINE THE POSITION OF THE USER IN VIRTUAL SPACE
32
DISPLAY THE POSITION OF THE USER IN VIRTUAL SPACE ON THE HEAD-MOUNTED DISPLAY
34
DETERMINE SELECTION OF ONE OF THE INPUT OPTIONS BY THE USER
36
DETERMINE WHICH INPUT OPTION THE USER SELECTED
38

FIG. 2