

METHOD FOR CONTROLLING A DISPLAY ELEMENT BY A
GAMES CONSOLE

A method for controlling a position of a display element, the method comprising the steps consisting of: - measuring a position of a control lever, - projecting the position of the lever into a base plane, in order to determine a first set of
5 coordinates, - determining a circle of positions, - determining a square circumscribing the circle of positions, - projecting, onto the circumscribed square, at least one coordinate of the first set of coordinates, - calculating a second set of coordinates in a Cartesian frame of reference, on the basis of the projection of said at least one coordinate of the first set of coordinates onto the circumscribed
10 square.