No.	Toolbar Icon	Command	Remarks
1.	•	O=(0,0)	Fix O.
2.		c1=Circle(0,1)	
3.	A	P=Point(c1)	Show label of P.
4.	•	A=Point(c1)	Show label of A.
5.	•	B=Point(c1)	Show label of B. Move P, A, B apart.
6.	* *	rayPB=Ray(P,B)	
7.	• •	rayPA=Ray(P,A)	
8.	ď	angleAPB=Angle(B,P,A)	Angle between: 0° to 180° Show Label: Value
9.	•••	arc=CircularArc(O,A,B)	Color: orange Opacity: 25 Line thickness: 7
10.		poly1=Polygon(P,A,B)	Color: orange Opacity: 25 Line thickness: 0 Hide the three sides. See Figure 1.
11.		c2=Circle(0,1.25)	V
12.	•	C=Point(c2)	Hide c2.
13.		a1=10deg	
14.		a2=10deg	
15.	~	<pre>bisect=AngleBisector(A,P,B)</pre>	
16.		E=Intersect(c2,bisect,2)	Intersect(c2, bisect,1) is another intersection point. See Figure 2.
17.		<pre>On Update script of Point A: SetValue(C,E) SetValue(a1,Angle(C,O,A)) SetValue(a2,Angle(B,O,C))</pre>	
18.		On Update script of Point B: RunUpdateScript(A)	
19.		F=Intersect(arc,Ray(0,C))	

No.	Toolbar Icon	Command	Remarks
20.		On Update script of C:	
		<pre>SetValue(A,Rotate(F,a1,0))</pre>	
		<pre>SetValue(B,Rotate(F,-a2,0))</pre>	
21.			Hide O, E, F and bisect.
			Hide label of C.
22.			Press Ctrl+Shift+D to toggle
			"Selection Allowed" for all objects
			except points.
			See Figure 3.

A more sophisticated version of this applet is available on https://ggbm.at/pYCKFck2 .



