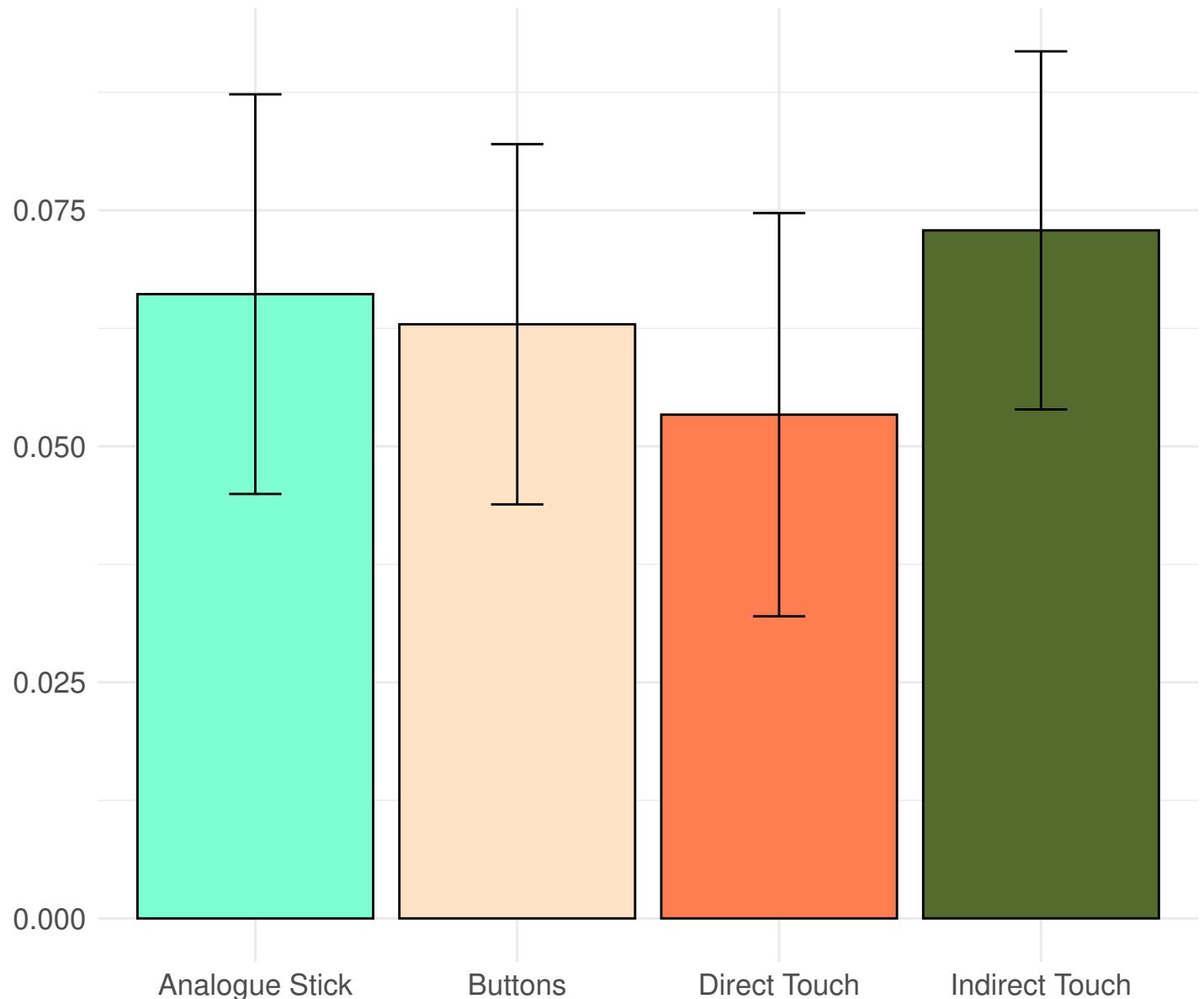
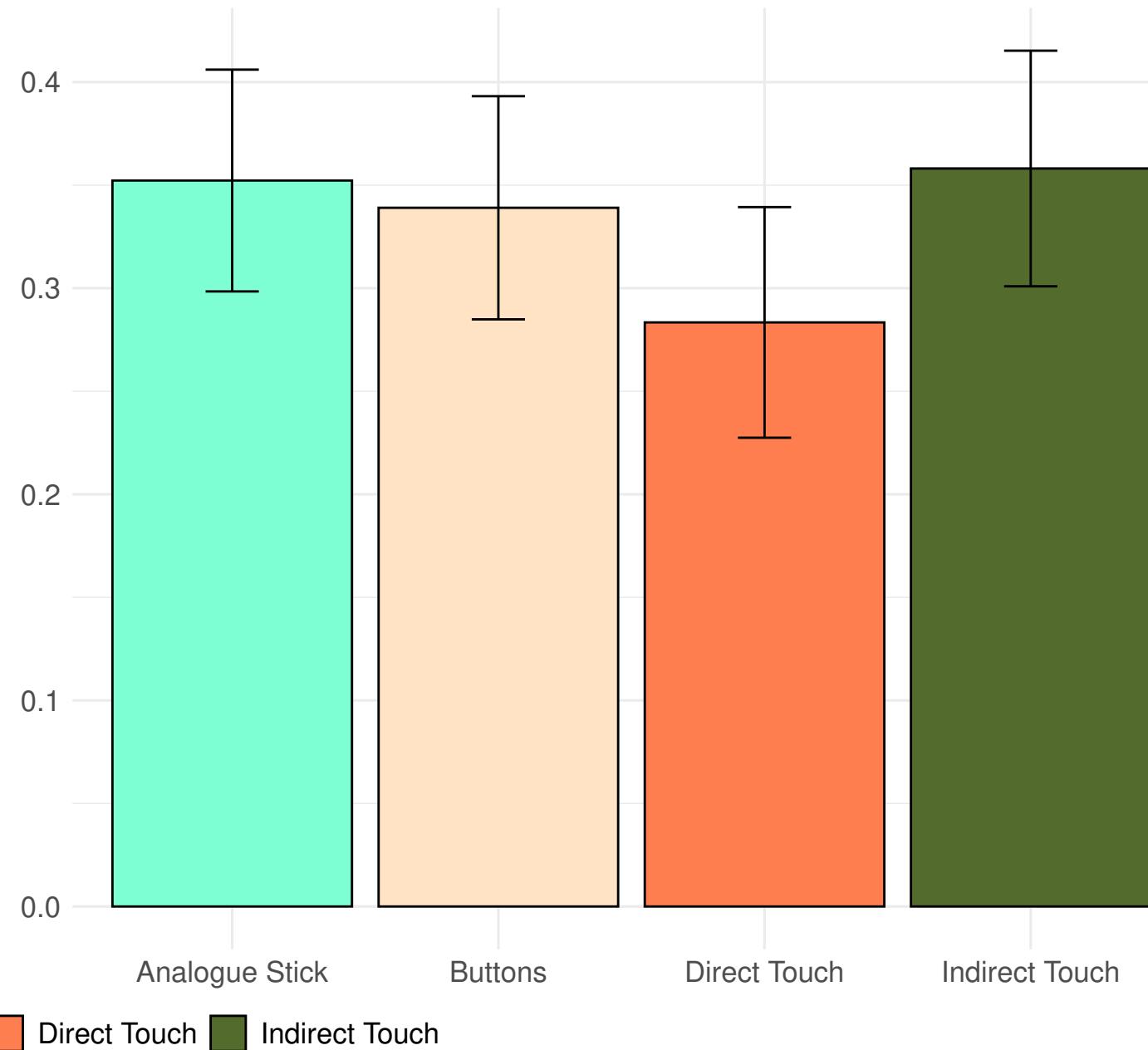


### Gaze distribution



### Frame distribution



■ Analogue Stick ■ Buttons ■ Direct Touch ■ Indirect Touch