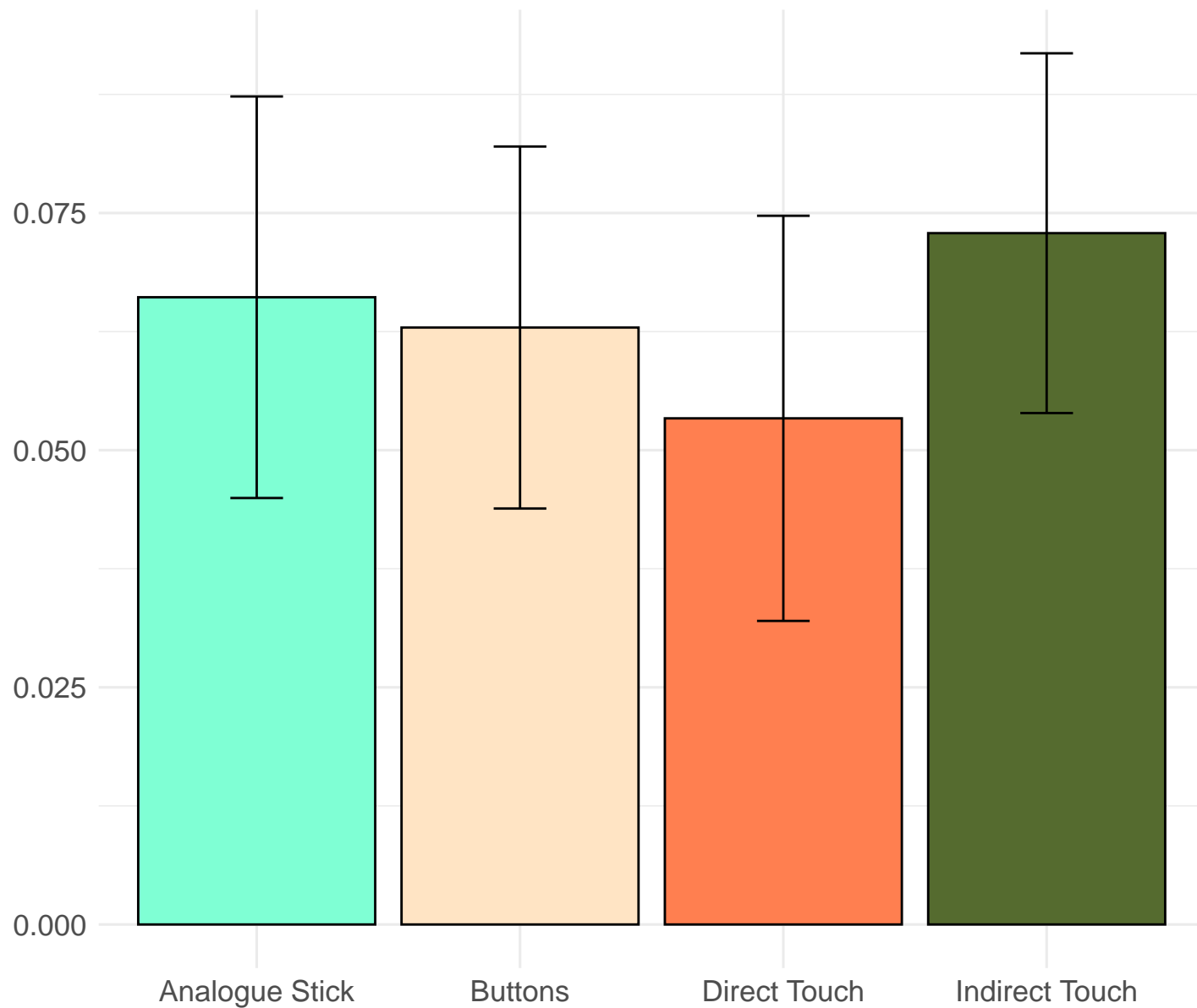
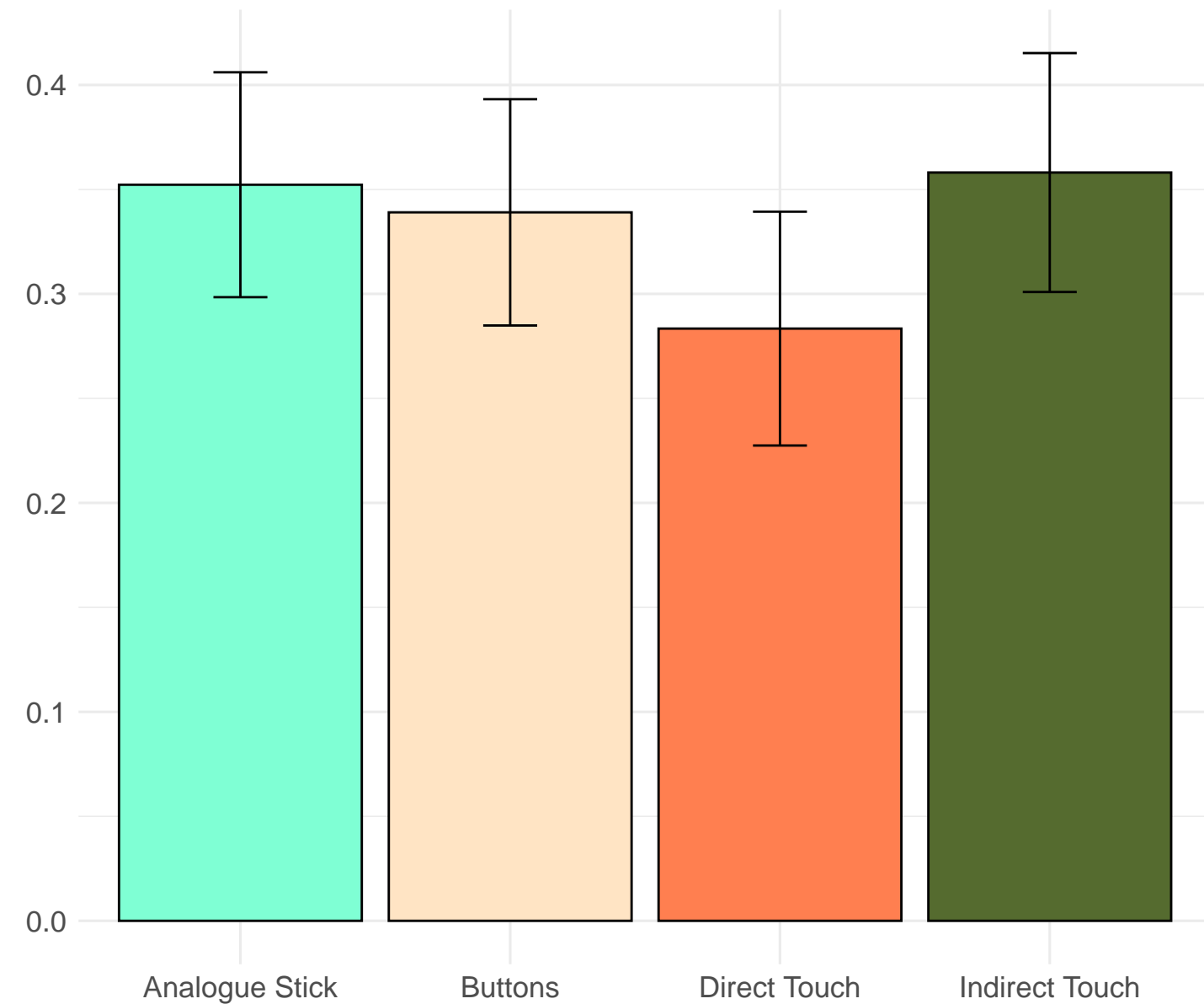


Gaze distribution



Frame distribution



Analogue Stick Buttons Direct Touch Indirect Touch