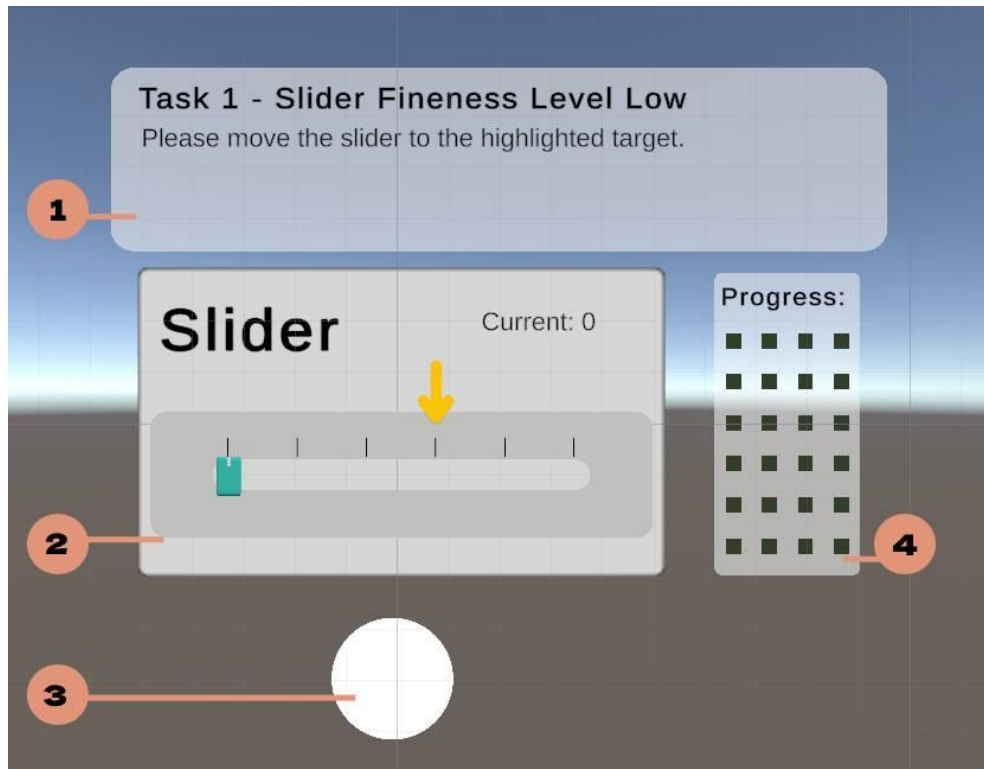


Tutorial

Welcome to the “xxx” tutorial! In this article we will introduce our application and clarify the tasks.

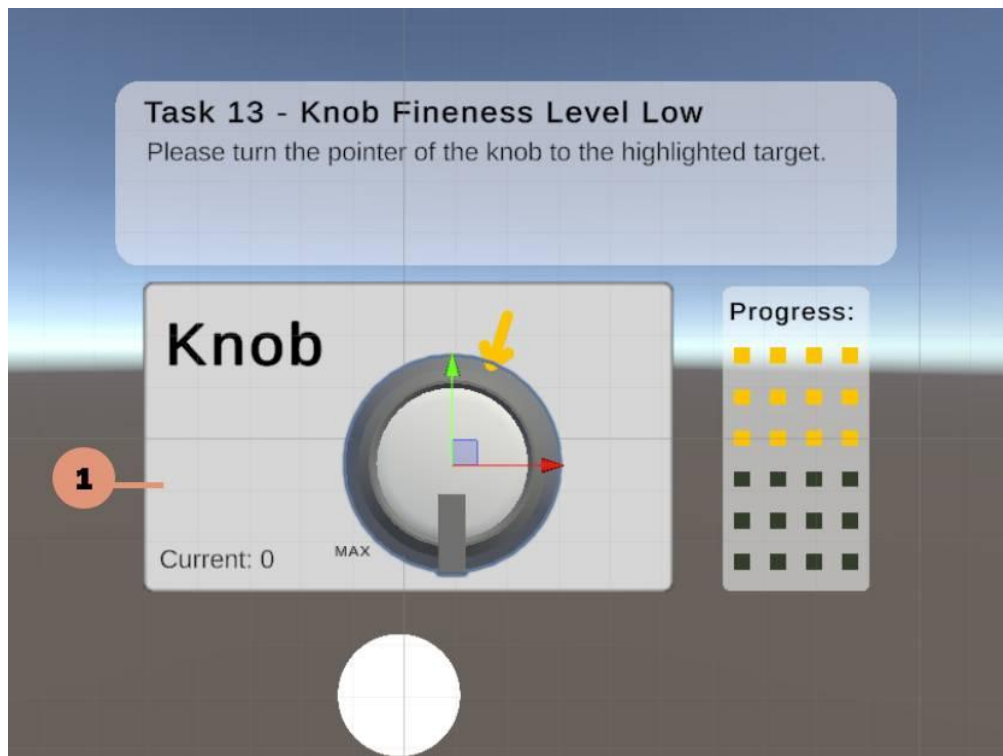
1. Slider



Once you have opened the application, you will see these main panels in front of you:

- **Task Panel(①)** displays the serial number and the request of the current task.
- **Interaction Panel(②)** provides the objects to be interacted with. From Task 1 to Task 12 you need to move the handle of the slider to the highlighted target. You can interact with the objects using the trigger or the grip button on either the right controller or left controller depending on your preference.
- For tasks with Fineness Extreme you only have to move the handle to the position close to the target, i.e. in an interval $[-3, +3]$ to the target.
- Once you have completed the current task, i.e. the handle is successfully at the target location, the **“Next Task” button(③)** will turn yellow and become interactable. Click the button to proceed to the next task.
- **Progress Panel(④)** shows how many tasks you have completed. Once a task has been completed, a tile on this panel will light up accordingly.

2. Knob



- After completing Task 12, the **Interaction Panel**(①) will change from Slider to Knob. From Task 13 to Task 24 you will need to turn the pointer of the knob to the requested target.
- Similar to the Slider tasks, once the pointer is in the correct position, you will be able to proceed with the “Next Task” button under the Interaction Panel.

3. Have fun!