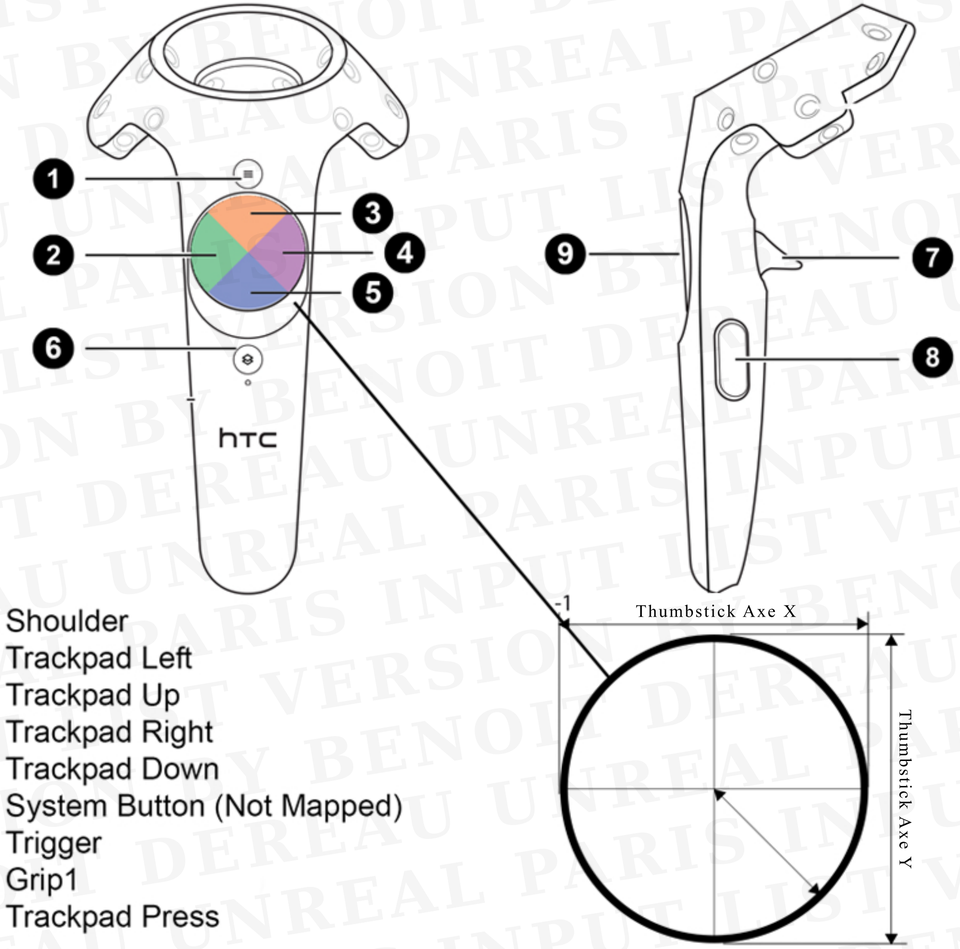
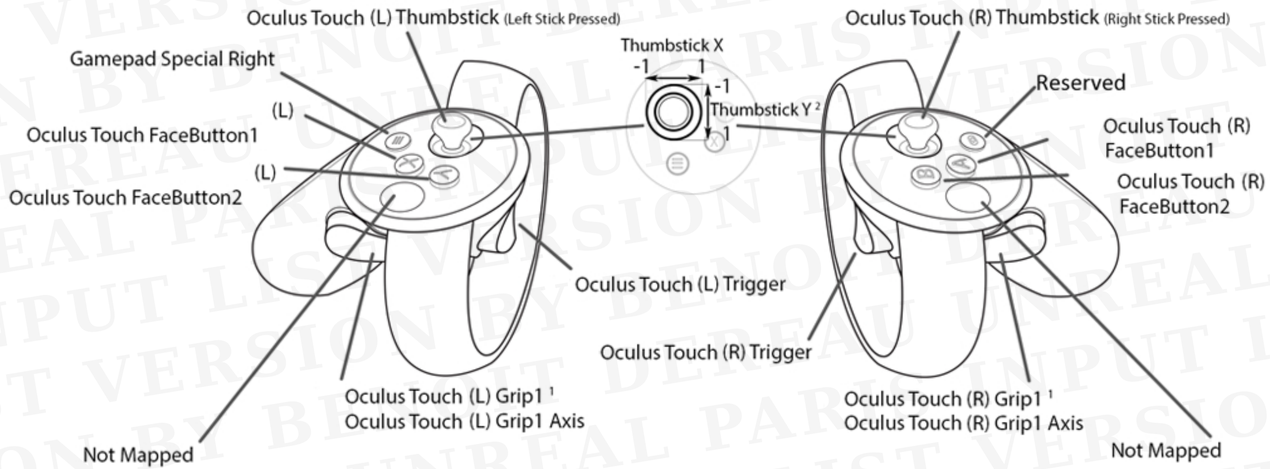
HTC VIVE INPUT LIST



1- Shoulder
2- Trackpad Left
3- Trackpad Up
4- Trackpad Right
5- Trackpad Down
6- System Button (Not Mapped)
7- Trigger
8- Grip1
9- Trackpad Press

OCULUS TOUCH INPUT LIST



Capacitive Touch: [3]	Right	Left
	Oculus Touch (R) A Button CapTouch	Oculus Touch (L) X Button CapTouch
	Oculus Touch (R) B Button CapTouch	Oculus Touch (L) Y Button CapTouch
	Oculus Touch (R) Thumbstick CapTouch	Oculus Touch (L) Thumbstick CapTouch
	Oculus Touch (R) Trigger CapTouch	Oculus Touch (L) Trigger CapTouch
	Oculus Touch (R) Thumb Up CapTouch [4]	Oculus Touch (L) Thumb Up CapTouch [4]
	Oculus Touch (R) Pointing CapTouch [5]	Oculus Touch (L) Pointing CapTouch [5]

Notes:

[1] MotionController Grip is triggered when the grip is pulled more then half way
[2] Note that Thumbstick Y is inverted
[3] Currently all capacitive values are binary (i.e. 0 for off and 1 for on)
[4] Thumb Up is triggered when no other capacitive touches on the face of the controller are triggered
[5] Currently Pointing is simply the opposite of Thumbstick CapTouch (i.e. 1 when not on the Trigger and 0 when on)

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