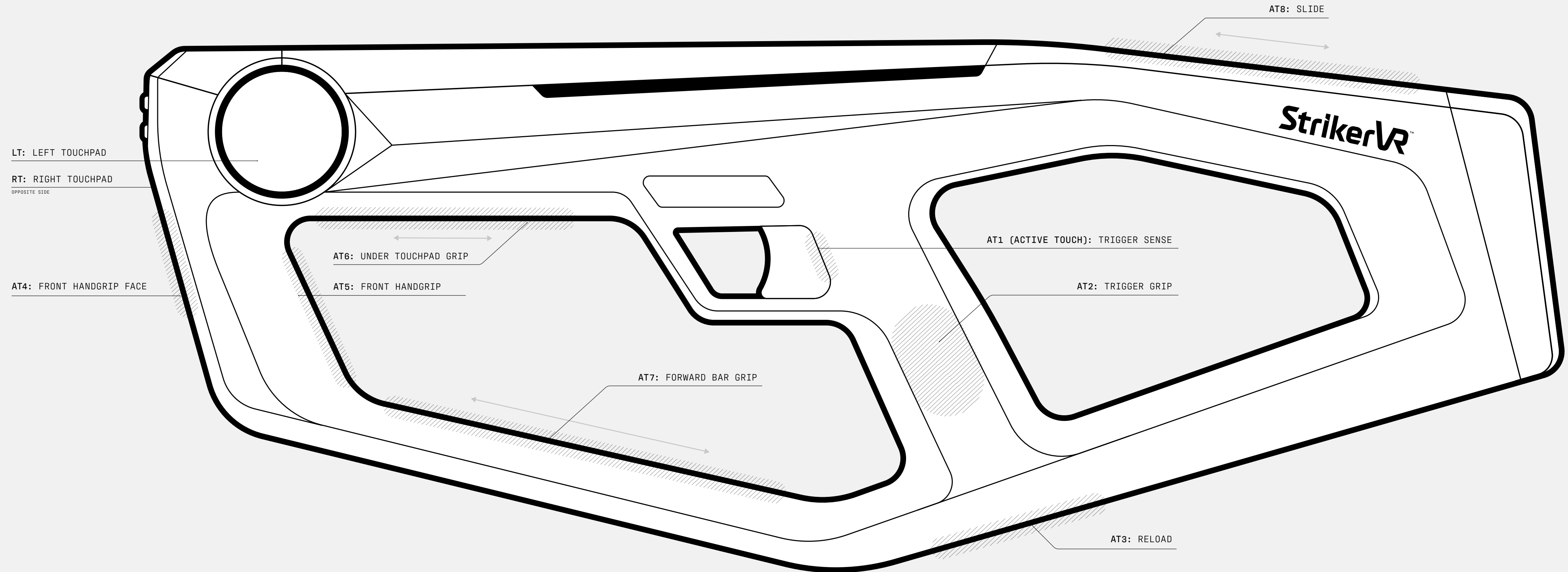


MAVRIK-PRO: BEST USAGE FOR DEVELOPERS



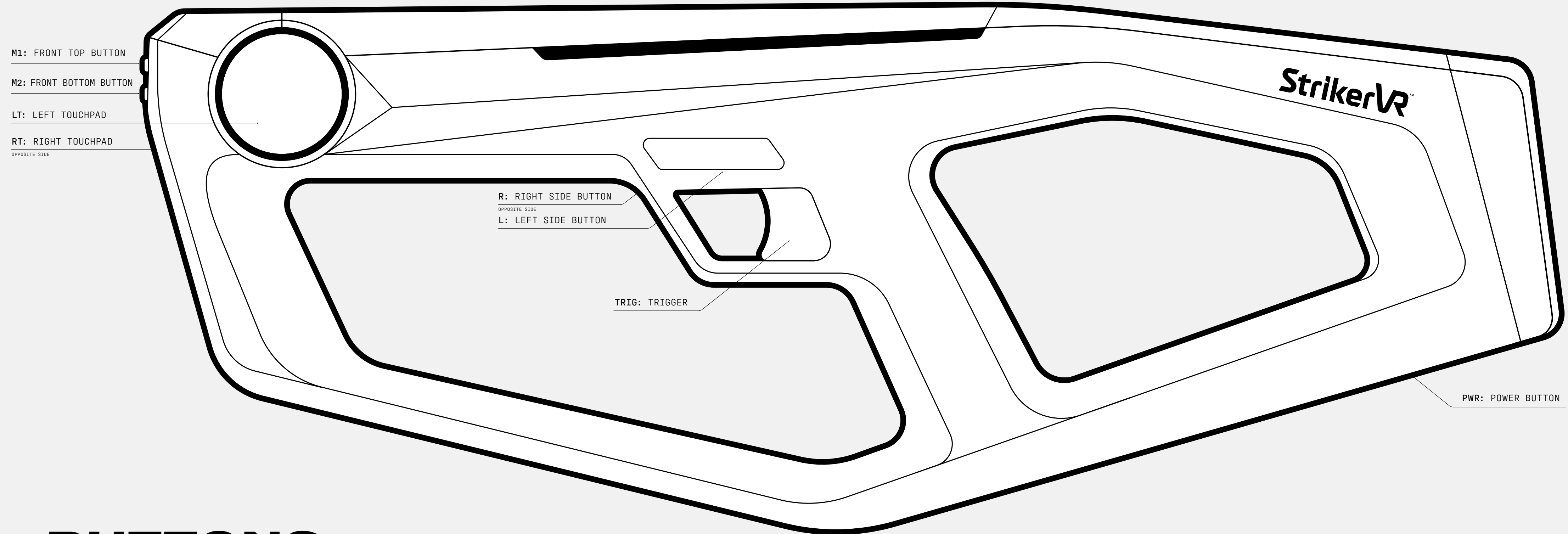
ACTIVE TOUCH

ABOUT

- Capacitive areas are known as Active Touch
- AT areas replace buttons and can withstand high-use
- AT is activated with any touch (not just hand interaction)
- Manipulate in-game assets with Active Touch surfaces
- Full-range touchpads for locomotion (room-scale)

RECOMMENDATIONS

- Reload 01: Tap AT3 at bottom of grip
- Reload 02: Utilize AT8, for shotgun or crossbow slide reload
- Reload 03: Pump AT6 for supersoaker, pump shotgun, etc.
- Grab: Grab items using slide motion along AT7
- Throw: Slide back to front on AT7 or AT8 to toss items (grenade, trap, etc.)



BUTTONS

RECOMMENDATIONS

- L/R: Can be used to cycle weapon types. These buttons are not intended for high-use such as the trigger or Active Touch
- TRIG: The trigger is a high-use button utilized for firing or activating a tool
- M1/M2: These are menu buttons. These buttons are not intended for high-use such as the trigger or Active Touch
- PWR: The power button does not require a hard push. Please do not use excessive force
- Select: In Freeroam press & hold LT/RT to highlight and release to select items (in freeroam)
- Run: In Room-Scale press & hold LT/RT to run