

Exhibit B

Valve's Accused Instrumentalities infringe the following asserted claims of U.S. Patent No. 8,749,507 to DaCosta et al. (the "'507 Patent") in at least the following exemplary ways. To the extent that the cited documentation relating to Valve's Accused Instrumentalities does not disclose all features, methods or operations required by the asserted claims, such non-disclosed features, methods or operations are inherently or equivalently practiced. Immersion's preliminary infringement contentions are based on information presently available to Immersion. Based upon that information, Valve's deployment, operation, maintenance, testing, use, sale, and importation of the Accused Instrumentalities as described below infringes one or more claims of the '507 Patent either literally or under the doctrine of equivalents. Immersion reserves the right to provide further details regarding Valve's infringement, whether that infringement is literal or under the doctrine of equivalents, as discovery is provided by Valve, and to the fullest extent permissible under the Federal and Local Rules, and any Order of this Court. The specific components, systems, and constructs identified in this chart are for exemplary purposes only and Immersion reserves all rights to supplement as additional components, systems, and constructs become known through discovery, as well as after Valve produces documents and source code and/or the Court construes any terms from the claims of the '507 Patent.

For example, Valve provides guides for developing games and applications with the Unreal, Unity, and Source engines for the Accused Instrumentalities, which are subject to Valve's control and used for Valve's benefit. In addition, certain developers may develop games and applications with different engines that nonetheless must interoperate with the Accused Instrumentalities and are subject to Valve's control and used for Valve's benefit. Regardless of which engine is deployed, the Accused Instrumentalities infringe the asserted claims, as identified in the examples below.

Valve directly infringes the claims of the '507 Patent in the exemplary ways detailed below. Valve indirectly infringes the claims of the '507 Patent to the extent Valve's users are direct infringers of the claims of the '507 Patent as referenced below, and their acts of direct infringement are use of the Accused Instrumentalities in an infringing manner as described below. With knowledge of infringement of the claims of the '507 Patent going back to at least the filing of the Complaint in this matter, Valve has taken and continues to take active steps to induce infringement of the claims of the '507 Patent by its users. Such active steps include, but are not limited to, making and selling the Accused Instrumentalities, encouraging third parties to develop infringing features for the Accused Instrumentalities, providing its users with instructions on use of the accused features of Accused Instrumentalities.

In addition, Valve infringes by supplying or causing to be supplied in or from the United States all or a substantial portion of the components of the Accused Instrumentalities, including software, in such manner as to actively induce the combination of such components outside of the United States in a manner that would infringe the patent if such combination occurred within the United

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States. Valve further also causes to be supplied in or from the United States components of the Accused Instrumentalities especially made for use in the Accused Instrumentalities, including without limitation software, that are not staple articles of commerce suitable for substantial noninfringing use, knowing that such component is so made or adapted and intending that such component will be combined outside of the United States in a manner that would infringe the patent if such combination occurred within the United States.

Claim 1	Valve's Accused Instrumentalities
1[P] A method comprising:	To the extent the preamble is determined to be limiting, Valve's Accused Handheld Instrumentalities and Accused VR Instrumentalities perform the claimed method as explained below.
1[A] receiving contact data from an input device;	Valve's Accused Handheld Instrumentalities and Accused VR Instrumentalities receive contact data from an input device. Users operate the Valve Index with two controllers, each of which is an example of an input device that receives contact data. For example in <i>Moondust</i>,¹ which demonstrates the technical capabilities of the Valve Index controllers (also known as Knuckles), users “[c]rush moon rocks to a fine powder with your powerful hands, taking advantage of the high-fidelity force sensors on Knuckles.”² The “source code and assets” for <i>Moondust</i> are publicly available.³ This project uses Unity and “the new SteamVR Input System.”⁴ Inside of the script MoonRock.cs, the Update() method contains the following line that gets a value for the user's grip squeeze:⁵ <pre>42 float squeeze = actionSqueeze.GetAxis(hand);</pre> As another example in Valve's Accused Handheld Instrumentalities, pressing the Steam Deck's “Steam” button allows for configuring settings:

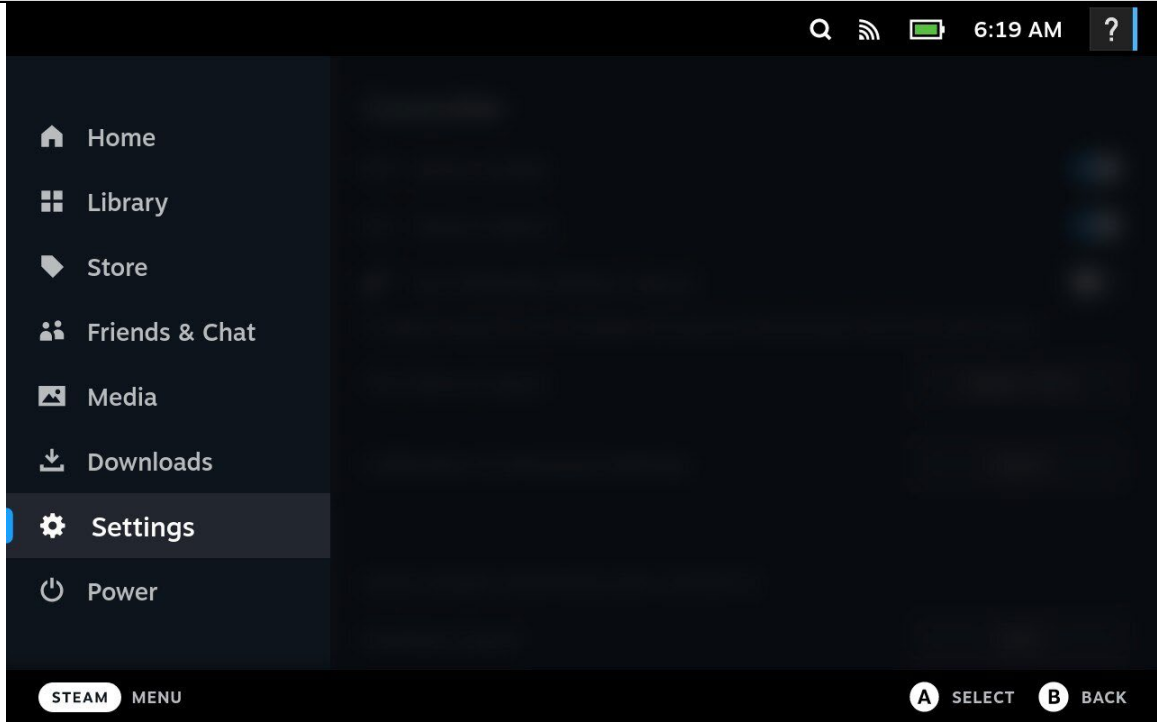
¹ See https://store.steampowered.com/app/887260/Moondust_Knuckles_Tech_Demos/ (last accessed May 10, 2023).

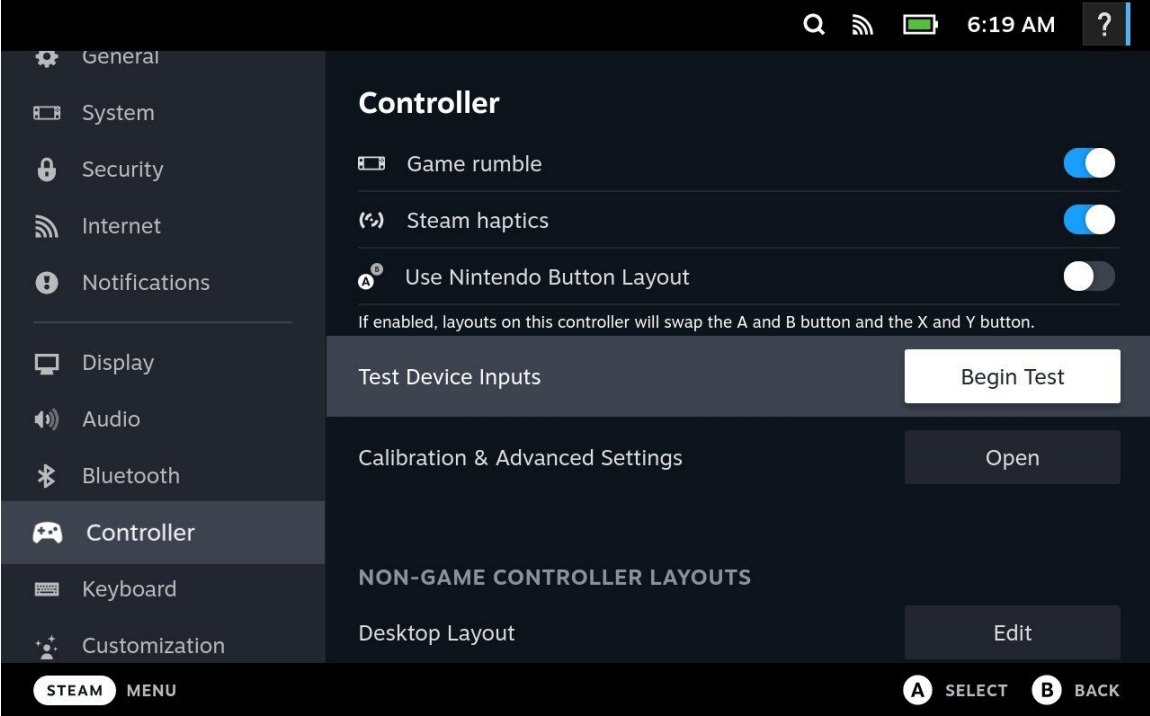
² See https://store.steampowered.com/app/887260/Moondust_Knuckles_Tech_Demos/ (last accessed May 10, 2023).

³ See <https://github.com/ValveSoftware/Moondust> (last accessed May 10, 2023).

⁴ See <https://github.com/ValveSoftware/Moondust> (last accessed May 10, 2023).

⁵ See <https://github.com/ValveSoftware/Moondust/blob/master/Assets/Scripts/MoonRock.cs> (last accessed May 10, 2023).

Claim 1	Valve's Accused Instrumentalities
	 This menu allows users to “Test Device Inputs”:

Claim 1	Valve's Accused Instrumentalities
	 The screenshot displays the Steam Controller settings interface. The left sidebar lists various system settings, with 'Controller' highlighted. The main content area is titled 'Controller' and includes toggle switches for 'Game rumble', 'Steam haptics', and 'Use Nintendo Button Layout'. Below these are interactive buttons: 'Test Device Inputs' (with a 'Begin Test' sub-button), 'Calibration & Advanced Settings' (with an 'Open' sub-button), and 'NON-GAME CONTROLLER LAYOUTS' (with an 'Edit' sub-button). The bottom of the interface features a 'STEAM MENU' bar and controller button prompts: 'A SELECT' and 'B BACK'. The resulting interface shows various examples of input devices that receive contact data, and shows the “Right Trackpad Click Pressure”:

Claim 1	Valve's Accused Instrumentalities
	Device Support: FXAA24510CE8 6:26 AM ?  Thus, Valve's Accused Handheld Instrumentalities and Accused VR Instrumentalities receive contact data from an input device, consistent with the examples noted above.
1[B] determining an interaction with a displayed object on a screen based on the contact data;	Valve's Accused Handheld Instrumentalities and Accused VR Instrumentalities determine an interaction with a displayed object on a screen based on the contact data." For example, in <i>Moondust</i>,⁶ users "[c]rush moon rocks to a fine powder with your powerful hands, taking advantage of the high-fidelity force sensors on Knuckles."⁷ The figure below is a screenshot taken from a Valve Index while testing this functionality. It shows an example of an interaction with a displayed object

⁶ See https://store.steampowered.com/app/887260/Moondust_Knuckles_Tech_Demos/ (last accessed May 10, 2023).

⁷ See https://store.steampowered.com/app/887260/Moondust_Knuckles_Tech_Demos/ (last accessed May 10, 2023).

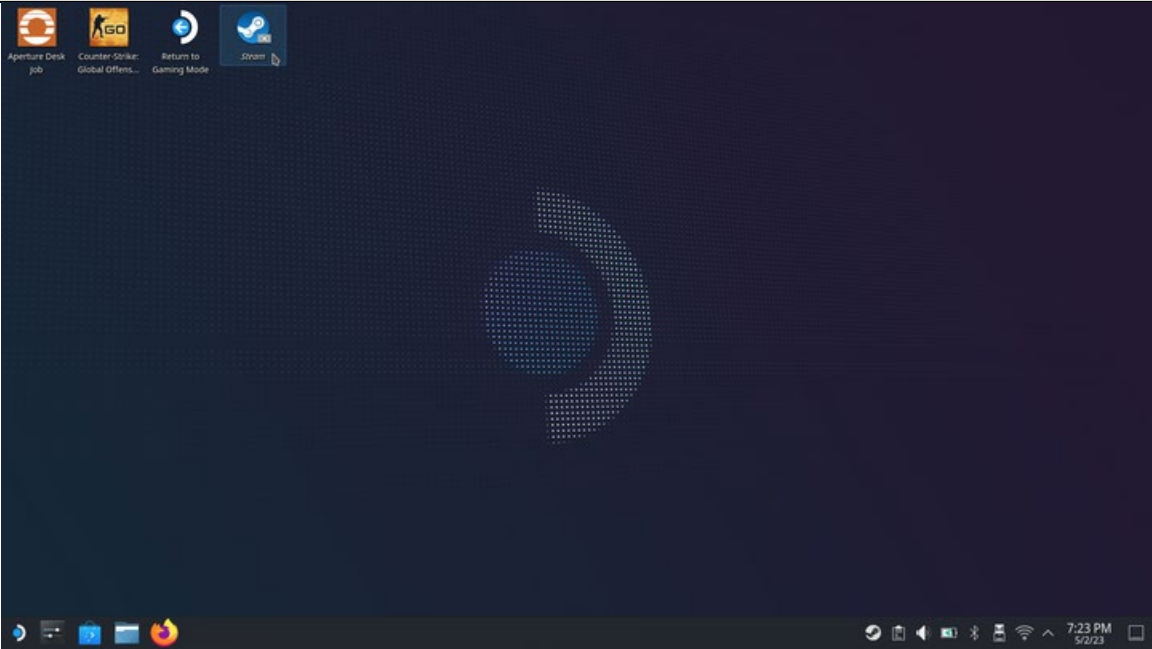
Claim 1	Valve's Accused Instrumentalities
	based on contact data. In addition, as shown below, while recording this interaction, a “Squeeze” bar shows how much pressure the user applies while squeezing the controller:  As another example, <i>Half-Life: Alyx</i> offers users several achievements, including the “Freshly Squeezed” achievement in <i>Chapter 2: The Quarantine Zone</i>, where users squeeze headcrab hearts.⁸

⁸ See <https://steamcommunity.com/sharedfiles/filedetails/?id=2032991058>.

Claim 1	Valve's Accused Instrumentalities
	 As another example, <i>Aperture Hand Lab</i>⁹ allows users to squeeze the Index controller grip. As shown below, a meter on the wrist shows how much pressure the user applies while squeezing the controller:

⁹ See https://store.steampowered.com/app/868020/Aperture_Hand_Lab/.

Claim 1	Valve's Accused Instrumentalities
	 As another example, while in Desktop Mode on a Steam Deck, users can move the mouse cursor with the right trackpad, thus showing an example of an interaction with a displayed object based on contact data. Hovering over an icon causes that icon to highlight with an outlined box:

Claim 1	Valve's Accused Instrumentalities
	 Thus, Valve's Accused Handheld Instrumentalities and Accused VR Instrumentalities determine an interaction with a displayed object on a screen based on the contact data, consistent with the examples noted above.
1[C] responsive to determining the interaction, determining a gesture based on the contact data comprising	Valve's Accused Handheld Instrumentalities and Accused VR Instrumentalities, responsive to determining the interaction, determine a gesture based on the contact data, comprising the limitations below. See below.
1[C.1] determining a pressure and a change in pressure	Valve's Accused Handheld Instrumentalities and Accused VR Instrumentalities determine a pressure and a change in pressure based on the contact data.

Claim 1	Valve's Accused Instrumentalities
based on the contact data, and	For example, in <i>Moondust</i>,¹⁰ users “[c]rush moon rocks to a fine powder with your powerful hands, taking advantage of the high-fidelity force sensors on Knuckles.”¹¹ The figures below are screenshots taken from a Valve Index while testing this functionality. As shown below, while recording this interaction, a “Squeeze” bar shows how much pressure the user applies while squeezing the controller:  As another example, in <i>Half-Life: Alyx</i>, users can squeeze harder and the game reflects this action, indicating that Valve's Accused VR Instrumentalities determine a pressure and a change in pressure based on the contact data:

¹⁰ See https://store.steampowered.com/app/887260/Moondust_Knuckles_Tech_Demos/ (last accessed May 10, 2023).

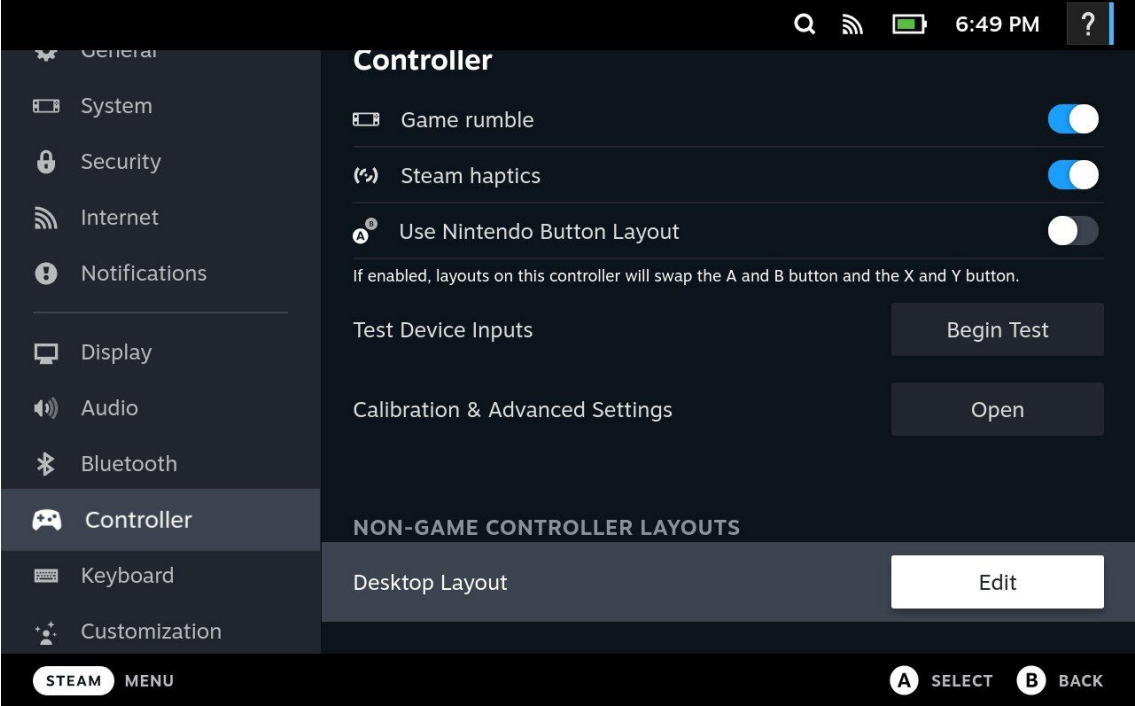
¹¹ See https://store.steampowered.com/app/887260/Moondust_Knuckles_Tech_Demos/ (last accessed May 10, 2023).

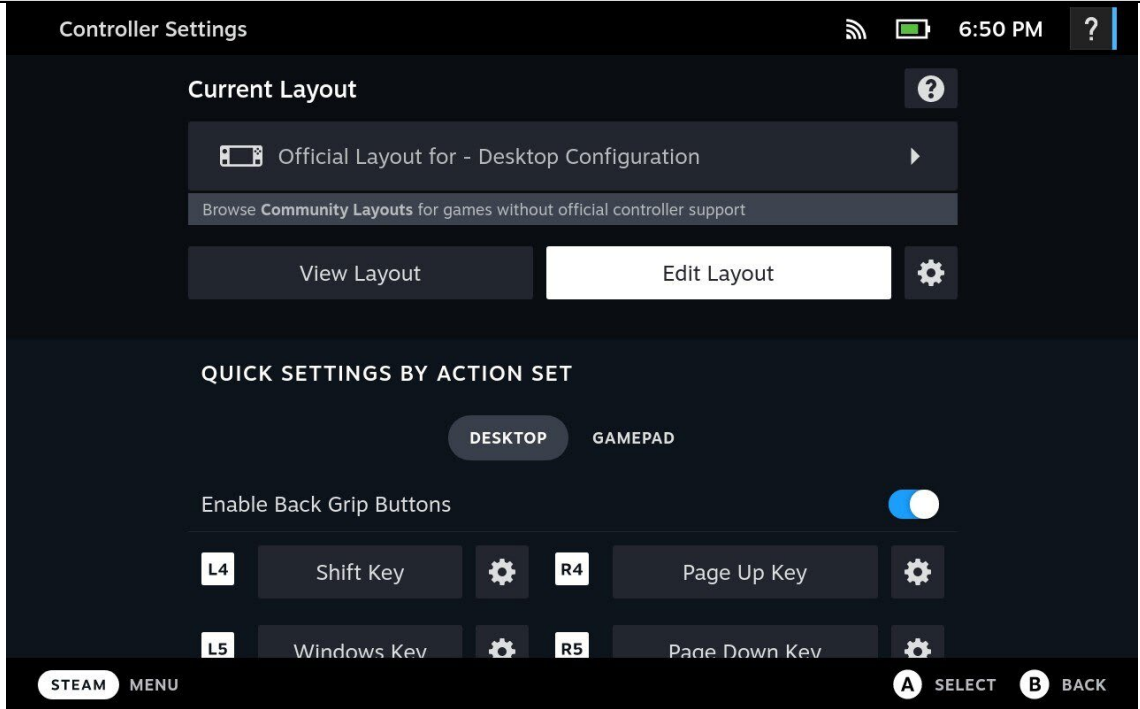
Claim 1	Valve's Accused Instrumentalities
	 As another example, in <i>Aperture Hand Lab</i>, users can squeeze harder and the game reflects this action, indicating that Valve's Accused VR Instrumentalities determine a pressure and a change in pressure based on the contact data:

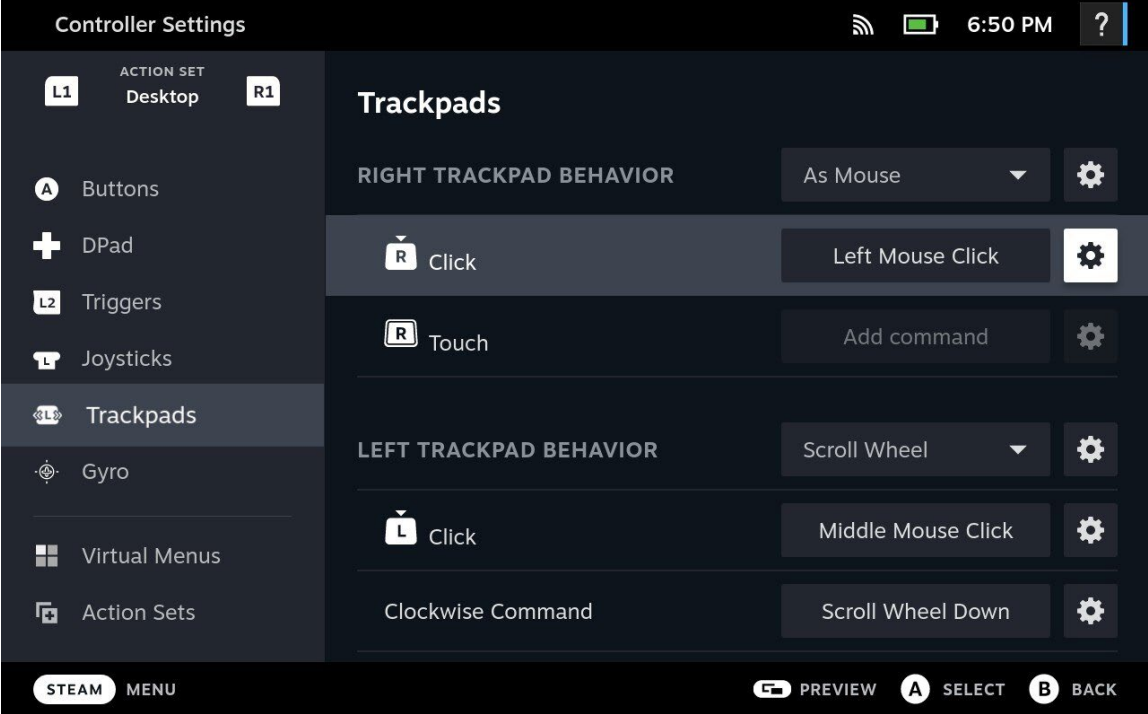
Claim 1	Valve's Accused Instrumentalities
	 Further, the “source code and assets” for <i>Moondust</i> are publicly available.¹² <i>Moondust</i> uses Unity and “the new SteamVR Input System.”¹³ Inside of the script MoonRock.cs, the Update() method determines the “squeeze” value and determines if the user has crushed the rock. As another example in Valve's Accused Handheld Instrumentalities, pressing the Steam Deck's “Steam” button allows for configuring and viewing the default settings, such as for viewing or editing the default controller layout while in Desktop Mode:

¹² See <https://github.com/ValveSoftware/Moondust> (last accessed May 10, 2023).

¹³ See <https://github.com/ValveSoftware/Moondust> (last accessed May 10, 2023).

Claim 1	Valve's Accused Instrumentalities
	

Claim 1	Valve's Accused Instrumentalities
	 By default, the “Official Layout” provided by Valve defines the right trackpad behavior as “As Mouse.” Users can then further view the configuration of the “Left Mouse Click”:

Claim 1	Valve's Accused Instrumentalities
	 Thus, Valve's Accused Handheld Instrumentalities and Accused VR Instrumentalities determine a pressure and a change in pressure based on the contact data, consistent with the examples noted above.
1[C.2] determining a press if: the pressure is greater than a pressure threshold, the change in pressure is greater than a	Valve's Accused Handheld Instrumentalities and Accused VR Instrumentalities determine a press if: the pressure is greater than a pressure threshold, the change in pressure is greater than a change in pressure threshold, and a first interval has elapsed. For example, in <i>Moondust</i>,¹⁴ users can continue squeezing the rock as long as the pressure stays below a threshold level, as depicted above. After this interval of time has elapsed, once the pressure passes a threshold the user successfully crushes the rock, which is visually depicted below, along with the

¹⁴ See https://store.steampowered.com/app/887260/Moondust_Knuckles_Tech_Demos/ (last accessed May 10, 2023).

Claim 1	Valve's Accused Instrumentalities
change in pressure threshold, and a first interval has elapsed; and	highlighting of the “Crush” icon. This functionality indicates that Accused VR Instrumentalities determine a press if the pressure is greater than a pressure threshold, the change in pressure is greater than a change in pressure threshold, and a first interval has elapsed.  Further, the “source code and assets” for <i>Moondust</i> are publicly available.¹⁵ <i>Moondust</i> uses Unity and “the new SteamVR Input System.”¹⁶ Inside of the script MoonRock.cs, the Update() method checks to see if the user has crushed the rock. Otherwise, the code further checks to see if the user’s squeeze exceeds the threshold value of 0.3f:¹⁷

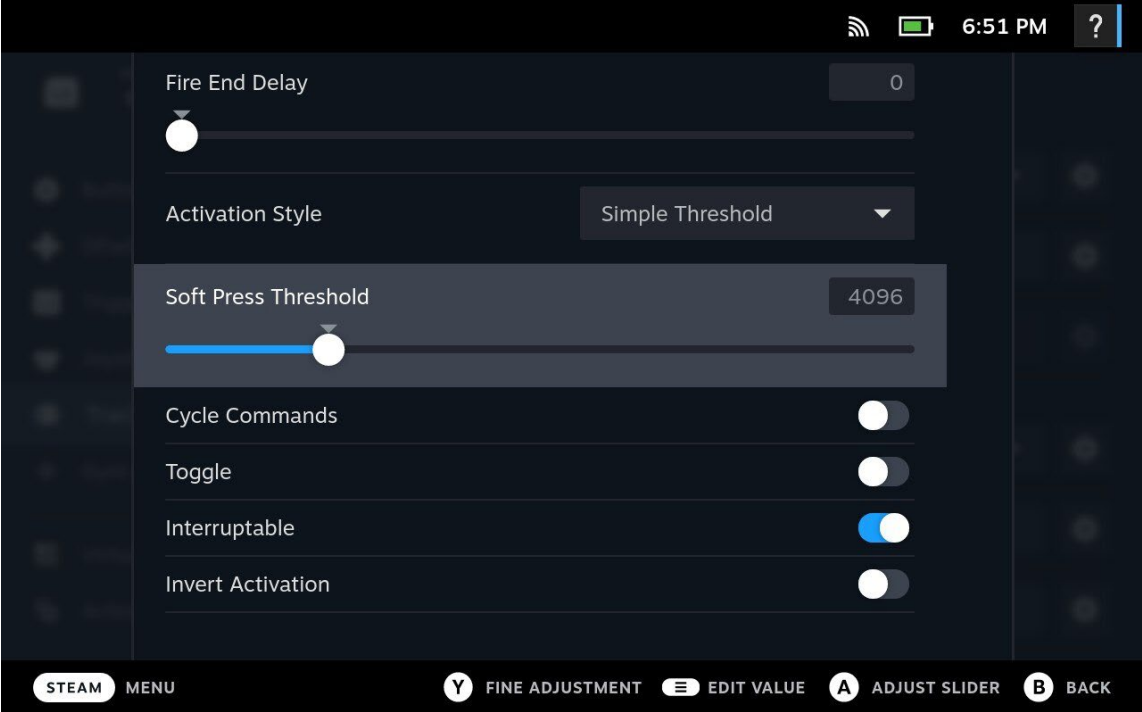
¹⁵ See <https://github.com/ValveSoftware/Moondust> (last accessed May 10, 2023).

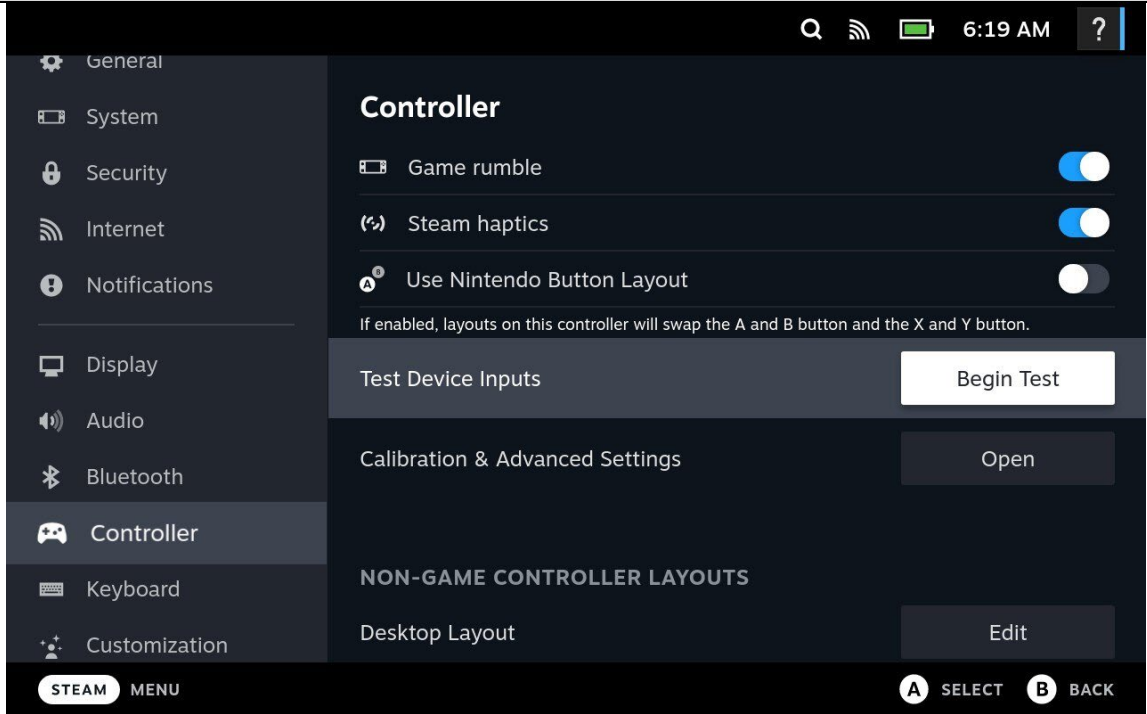
¹⁶ See <https://github.com/ValveSoftware/Moondust> (last accessed May 10, 2023).

¹⁷ See <https://github.com/ValveSoftware/Moondust/blob/master/Assets/Scripts/MoonRock.cs> (last accessed May 10, 2023).

Claim 1	Valve's Accused Instrumentalities
	<pre> 48 bool crush = actionCrush.GetStateDown(hand); 49 50 if (crush) 51 { 52 Instantiate(BrokenPrefab, transform.position, Quaternion.identity); 53 Destroy(gameObject); 54 } 55 else 56 { 57 float stress = Mathf.Pow(squeeze, 2); 58 59 if (squeeze > 0.3f) 60 interactable.attachedToHand.TriggerHapticPulse((ushort)Mathf.Lerp(200, 1000, squeeze * 2)); </pre> Further, the Knuckles bindings file, “bindings_knuckles.json,” includes values for the crush threshold, which is passed to the “Crush” action shown above:¹⁸ <pre> 518 { 519 "inputs" : { 520 "click" : { 521 "output" : "/actions/rock/in/Crush" 522 } 523 }, 524 "mode" : "button", 525 "parameters" : { 526 "click_activate_threshold" : "0.65", 527 "click_deactivate_threshold" : "0.6", 528 "force_input" : "force" 529 }, 530 "path" : "/user/hand/right/input/grip" 531 }, </pre> As another example, on information and belief, to support the use cases described for <i>Half-Life: Alyx</i> and

¹⁸ See https://github.com/ValveSoftware/Moondust/blob/master/bindings_knuckles.json (last accessed May 10, 2023).

Claim 1	Valve's Accused Instrumentalities
	<i>Aperture Hand Lab</i> in limitations 1[B] or 1[C.1], Valve's Accused VR Instrumentalities determine a press if: the pressure is greater than a pressure threshold, the change in pressure is greater than a change in pressure threshold, and a first interval has elapsed. As another example in Valve's Accused Handheld Instrumentalities, the default settings for the Left Mouse Click confirm that the Activation Style of "Simple Threshold" with a "Soft Press Threshold":  This menu serves as just one example of the "Left Mouse Click" behavior. As a more general example, the effect of this setting can be viewed through the "Test Device Inputs" menu:

Claim 1	Valve's Accused Instrumentalities
	 The resulting interface shows the “Right Trackpad” location and “Right Trackpad Click Pressure”:

Claim 1	Valve’s Accused Instrumentalities																
	Device Support: FXAA24510CE8 6:26 AM ?  Pull the Left Trigger <table><tbody><tr><td>Left Trigger</td><td>0</td><td>Right Trigger</td><td>0</td></tr><tr><td>Left Trackpad</td><td>0, 0</td><td>Right Trackpad</td><td>-365, -9025</td></tr><tr><td>Left Trackpad Click Pressure</td><td>0</td><td>Right Trackpad Click Pressure</td><td>50</td></tr><tr><td>Left Joystick</td><td>0, 0</td><td>Right Joystick</td><td>0, 0</td></tr></tbody></table> STEAM MENU B HOLD TO EXIT	Left Trigger	0	Right Trigger	0	Left Trackpad	0, 0	Right Trackpad	-365, -9025	Left Trackpad Click Pressure	0	Right Trackpad Click Pressure	50	Left Joystick	0, 0	Right Joystick	0, 0
Left Trigger	0	Right Trigger	0														
Left Trackpad	0, 0	Right Trackpad	-365, -9025														
Left Trackpad Click Pressure	0	Right Trackpad Click Pressure	50														
Left Joystick	0, 0	Right Joystick	0, 0														
	For example, users can press the right trackpad, and the “Right Trackpad Click Pressure” will indicate the pressure level. While the pressure is below a threshold, such as the “Soft Press Threshold,” discussed above, the user will not experience haptics. After an interval of time has elapsed, once the pressure passes a threshold the user feels the haptics similar to a mouse click. Testing confirms this functionality, indicating that Accused Handheld Instrumentalities determine a press if the pressure is greater than a pressure threshold, the change in pressure is greater than a change in pressure threshold, and a first interval has elapsed. Thus, Valve’s Accused Handheld Instrumentalities and Accused VR Instrumentalities determine a press if: the pressure is greater than a pressure threshold, the change in pressure is greater than a change in pressure threshold, and a first interval has elapsed, consistent with the examples noted above.																

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Claim 1	Valve's Accused Instrumentalities
1[D] responsive to determining the gesture, outputting the haptic effect.	Valve's Accused Handheld Instrumentalities and Accused VR Instrumentalities, responsive to determining the gesture, outputting a haptic effect.” As one example for the Accused VR Instrumentalities, the “source code and assets” for <i>Moondust</i> are publicly available.¹⁹ This project uses Unity and “the new SteamVR Input System.”²⁰ Inside of the script <i>MoonRock.cs</i>, the <i>Update()</i> method contains the following line that gets a value for the user's grip squeeze:²¹ <pre>42 float squeeze = actionSqueeze.GetAxis(hand);</pre> Later in the <i>Update()</i> method, the script triggers a haptic pulse based on this squeeze value:²² <pre>59 if (squeeze > 0.3f) 60 interactable.attachedToHand.TriggerHapticPulse((ushort)Mathf.Lerp(200, 1000, squeeze * 2));</pre> As another example in Valve's Accused Handheld Instrumentalities, pressing the selected icon discussed in Limitation 1C with the right trackpad results in a left mouse click that outputs a haptic effect, as shown in the settings also discussed in Limitation 1C. Testing on the Steam Deck confirms this functionality:

¹⁹ See <https://github.com/ValveSoftware/Moondust> (last accessed May 10, 2023).

²⁰ See <https://github.com/ValveSoftware/Moondust> (last accessed May 10, 2023).

²¹ See <https://github.com/ValveSoftware/Moondust/blob/master/Assets/Scripts/MoonRock.cs> (last accessed May 10, 2023).

²² See <https://github.com/ValveSoftware/Moondust/blob/master/Assets/Scripts/MoonRock.cs> (last accessed May 10, 2023).

Claim 1	Valve's Accused Instrumentalities
	This functionality serves as just one example of the “Left Mouse Click” behavior. As a more general example, testing confirms similar functionality in the “Test Device Inputs” menu, as discussed in Limitation 1C. Thus, Valve’s Accused Handheld Instrumentalities and Accused VR Instrumentalities, responsive to determining the gesture, output the haptic effect, consistent with the examples noted above.
Claim 2	Valve's Accused Instrumentalities
2. The method of claim 1, wherein the contact data comprises an actual pressure and a	Valve’s Accused Handheld Instrumentalities and Accused VR Instrumentalities perform the method of claim 1, wherein the contact data comprises an actual pressure and a pseudo pressure. On information and belief, as explained in Claim 3, Valve’s Accused Handheld Instrumentalities and Accused VR Instrumentalities include capacitive sensors. Further, on information and belief, these capacitive

Claim 2	Valve's Accused Instrumentalities
pseudo pressure.	sensors provide contact data comprising an actual pressure and a pseudo pressure.

Claim 3	Valve's Accused Instrumentalities
3. The method of claim 2, wherein the pseudo pressure is based on a change in capacitance resulting from the contact.	Valve's Accused Handheld Instrumentalities and Accused VR Instrumentalities perform the method of claim 2, wherein the pseudo pressure is based on a change in capacitance resulting from the contact. For example, the Valve Index controllers include capacitive sensors²³: Throwing Enabling natural and accurate open-handed throwing was a high priority for the team, and we used every sensor at our disposal. Optical and motion sensors provide velocity and trajectory, capacitive and force sensors help determine the intended release point, and our fine-tuned algorithms and software bring it all together into a usable input / output. The end result is an intuitive and natural-feeling throw. For example, the trackpads on the Steam Deck include pressure-sensitivity for configurable click strength²⁴.

²³ See <https://www.valvesoftware.com/en/index/controllers>.

²⁴ See <https://www.steamdeck.com/en/tech>.

Claim 3	Valve's Accused Instrumentalities Trackpads 2 x 32.5mm square trackpads with haptic feedback 55% better latency compared to Steam Controller Pressure-sensitivity for configurable click strength
Claim 4 4. The method of claim 3, wherein the contact data is based on a contact on a specific portion of a touch-sensitive input device.	Valve's Accused Instrumentalities Valve's Accused Handheld Instrumentalities perform the method of claim 3, wherein the contact data is based on a contact on a specific portion of a touch-sensitive input device. For example, the Steam Deck provides a virtual keyboard shown below. Users can navigate this keyboard by moving their finger over the trackpad, which results in the cursor shown below. Testing confirms that placing a finger in a specific portion of the trackpad such that the cursor makes contact with the softkey results in the image below.  Thus, Valve's Accused Handheld Instrumentalities perform the method of claim 3, wherein the contact data is based on a contact on a specific portion of a touch-sensitive input device, consistent with the examples noted above.
Claim 5 5. The method of claim 4, wherein the contact information comprises position	Valve's Accused Instrumentalities Valve's Accused Handheld Instrumentalities perform the method of claim 4, wherein the contact information comprises position data, and further comprising determining whether a contact is made on a softkey based on the position data.

Claim 5	Valve's Accused Instrumentalities
data, and further comprising determining whether a contact is made on a softkey based on the position data.	For example, the Steam Deck provides a virtual keyboard shown below. Users can navigate this keyboard by moving their finger over the trackpad, which results in the cursor shown below. Testing confirms that positioning their finger such that the cursor makes contact with the softkey based on the finger position results in the image below.  Thus, Valve's Accused Handheld Instrumentalities perform the method of claim 4, wherein the contact information comprises position data, and further comprising determining whether a contact is made on a softkey based on the position data, consistent with the examples noted above.
Claim 6	Valve's Accused Instrumentalities
6. The method of claim 1, wherein the determining a gesture comprises determining a tapping gesture.	Valve's Accused Handheld Instrumentalities perform the method of claim 1, wherein the determining a gesture comprises determining a tapping gesture. For example, the Steam Deck provides a virtual keyboard shown below. Users can navigate this keyboard by moving their finger over the trackpad, which results in the cursor shown below. Testing confirms that tapping a key once selected results in typing that letter.

Claim 6	Valve's Accused Instrumentalities
	 Thus, Valve's Accused Handheld Instrumentalities perform the method of claim 1, wherein the determining a gesture comprises determining a tapping gesture, consistent with the examples noted above.

Claim 7	Valve's Accused Instrumentalities
7. The method of claim 1, wherein determining the gesture further comprises: calculating a first value associated with a speed of movement of a contact across the input device; comparing the first value to a speed threshold value; and outputting a signal if	Valve's Accused Handheld Instrumentalities perform the method of claim 1, wherein determining the gesture further comprises: calculating a first value associated with a speed of movement of a contact across the input device; comparing the first value to a speed threshold value; and outputting a signal if the first value is less than the speed threshold value. For example, on the Steam Deck, how the trackpad acts in-game “depends significantly on the Behavior that has been assigned.”²⁵ The chart below shows “the list of the Behaviors that are available for each control,” including the Trackpads.²⁶ Each of these behaviors will have default configurations as set through the controller layout for a given game:²⁷

²⁵ See <https://steamcommunity.com/sharedfiles/filedetails/?id=2804823261> (last accessed May 10, 2023).

²⁶ See <https://steamcommunity.com/sharedfiles/filedetails/?id=2804823261> (last accessed May 10, 2023).

²⁷ See <https://steamcommunity.com/sharedfiles/filedetails/?id=2804823261> (last accessed May 10, 2023).

Claim 7	Valve's Accused Instrumentalities																																																																																										
the first value is less than the speed threshold value.	Behaviors - Introduction How the D-Pad, Button Pad, Analog Sticks, Trackpads, and Gyro act in-game depend significantly on the Behavior that has been assigned. For example, you can set [Right Trackpad] to use As Mouse, where sliding your thumb across the [Trackpad] moves the mouse cursor, or you can set it to Radial Menu, where moving your thumb on the [Trackpad] brings up a menu of user-defined options. Here is the list of the Behaviors that are available for each control: <table><tr><th>Behaviors</th><th>D-Pad</th><th>Button Pad</th><th>Analog Sticks</th><th>Trackpads</th><th>Gyro</th></tr><tr><td>Directional Pad</td><td>✓</td><td>✓</td><td>✓</td><td>✓</td><td>✓</td></tr><tr><td>Button Pad</td><td>✓</td><td>✓</td><td></td><td>✓</td><td>✓</td></tr><tr><td>As Mouse</td><td></td><td></td><td></td><td>✓</td><td>✓</td></tr><tr><td>As Joystick</td><td></td><td></td><td></td><td>✓</td><td>✓</td></tr><tr><td>Joystick</td><td>✓</td><td>✓</td><td>✓</td><td>✓</td><td>✓</td></tr><tr><td>Joystick Mouse</td><td></td><td></td><td>✓</td><td></td><td></td></tr><tr><td>Flick Stick</td><td></td><td></td><td>✓</td><td>✓</td><td></td></tr><tr><td>Scroll Wheel</td><td></td><td></td><td>✓</td><td>✓</td><td></td></tr><tr><td>Radial Menu</td><td>✓</td><td>✓</td><td>✓</td><td>✓</td><td></td></tr><tr><td>Touch Menu</td><td></td><td></td><td>✓</td><td>✓</td><td>✓</td></tr><tr><td>Hotbar Menu</td><td>✓</td><td></td><td>✓</td><td>✓</td><td></td></tr><tr><td>Mouse Region</td><td></td><td></td><td>✓</td><td>✓</td><td>✓</td></tr><tr><td>Single Button</td><td></td><td></td><td></td><td>✓</td><td></td></tr><tr><td>Directional Swipe</td><td></td><td></td><td></td><td>✓</td><td>✓</td></tr></table> On information and belief, when the trackpad is configured with the “As Mouse” Behavior, Valve’s Accused Handheld Instrumentalities output haptics based on a distance travelled over time that is further limited by a threshold.	Behaviors	D-Pad	Button Pad	Analog Sticks	Trackpads	Gyro	Directional Pad	✓	✓	✓	✓	✓	Button Pad	✓	✓		✓	✓	As Mouse				✓	✓	As Joystick				✓	✓	Joystick	✓	✓	✓	✓	✓	Joystick Mouse			✓			Flick Stick			✓	✓		Scroll Wheel			✓	✓		Radial Menu	✓	✓	✓	✓		Touch Menu			✓	✓	✓	Hotbar Menu	✓		✓	✓		Mouse Region			✓	✓	✓	Single Button				✓		Directional Swipe				✓	✓
Behaviors	D-Pad	Button Pad	Analog Sticks	Trackpads	Gyro																																																																																						
Directional Pad	✓	✓	✓	✓	✓																																																																																						
Button Pad	✓	✓		✓	✓																																																																																						
As Mouse				✓	✓																																																																																						
As Joystick				✓	✓																																																																																						
Joystick	✓	✓	✓	✓	✓																																																																																						
Joystick Mouse			✓																																																																																								
Flick Stick			✓	✓																																																																																							
Scroll Wheel			✓	✓																																																																																							
Radial Menu	✓	✓	✓	✓																																																																																							
Touch Menu			✓	✓	✓																																																																																						
Hotbar Menu	✓		✓	✓																																																																																							
Mouse Region			✓	✓	✓																																																																																						
Single Button				✓																																																																																							
Directional Swipe				✓	✓																																																																																						

Claim 8	Valve's Accused Instrumentalities
8. The method of claim 7, further	Valve's Accused Handheld Instrumentalities perform the method of claim 7, further comprising applying a speed filter to the first value before comparing the speed to the speed threshold value.

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Claim 8	Valve's Accused Instrumentalities
comprising applying a speed filter to the first value before comparing the speed to the speed threshold value.	On information and belief, when the trackpad is configured with the "As Mouse" Behavior described in claim7, Valve's Accused Handheld Instrumentalities further apply a speed filter to a first value before comparing to the speed threshold.