

## Organon3D Rift Button Guide

- A** - Removes selected bone/structure
  - When using a menu it is the select button
- B** - Brings up submenu (description, main menu, fade options, pronunciation, help, reset)
- X** - Replaces removed bone/structure
- Y** - Adjusts view level to targeted structure
- Left Index Finger** - nothing
- Right Index Finger** - nothing
- Left Middle Finger** - nothing
- Right Middle Finger** - pronunciation

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**Left Trigger** - nothing

**Right Trigger** - nothing

**Right Bumper** - pronunciation

**Left Bumper** - nothing

