

		10	20	30	40
		NORMAL	NIM	AIM	TAM
1	primary	<i>primary (11)</i>		<i>primaryAIM (31)</i>	<i>primaryTAM (41)</i>
2	fShifted	<i>fShifted (12)</i>		<i>fShiftedAIM (32)</i>	
3	gShifted	<i>gShifted (13)</i>		<i>gShiftedAIM (33)</i>	
4	Longpress	<i>Longpress (14)</i>	<i>Longpress NIM (24)</i>	<i>Longpress AIM (34)</i>	
5	Double	<i>Double (15)</i>		<i>Double AIM (35)</i>	
6	Triple	<i>Triple (16)</i>		<i>Triple AIM (36)</i>	
7	Longer	<i>Longerpress (17)</i>		<i>Longerpress AIM (37)</i>	