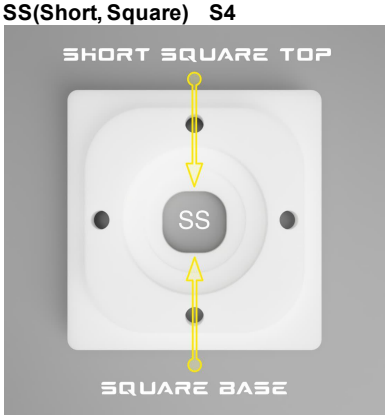
What is a Collar that suppresses input in one direction?
１方向を抑制するコラーとは一体何か?

Considering that the most lever has a lot of wasted space in the game in the 789 direction compared to the input range, making the "up" direction input narrow can help operation easier, faster, and more accurate for 79 directions.
Please consider to adjust the "up" switch closer to compensate shorter throw, especially when using big shaft.

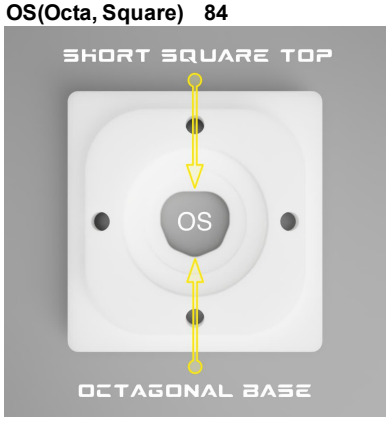
ほとんどのレバーは、入力範囲と比較して、ゲーム内で789方向に多くの無駄なスペースがあることを考慮すると、
「上」方向の入力を狭くすると、79方向の操作がより簡単に、より速く、より正確になります。
特に大きなシャフトを使用する場合は、より短いスローを補正するために「上」スイッチをより近くに調整することを検討してください。

There are 5 types of new collars!　新型コラーは5種類！

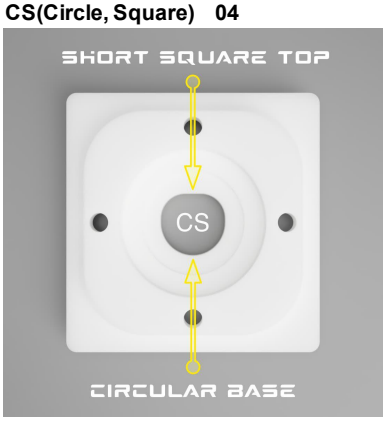
SS(Short, Square)　S4



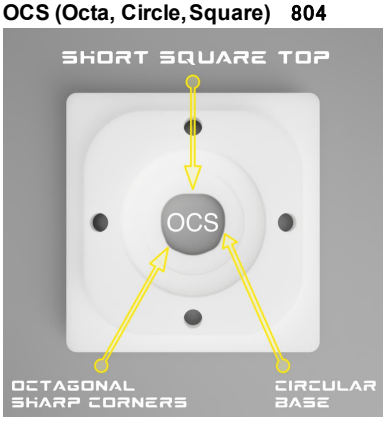
OS(Octa, Square)　84



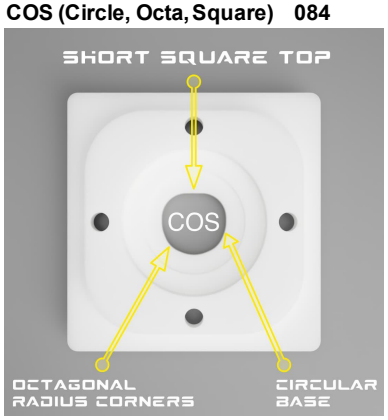
CS(Circle, Square)　04

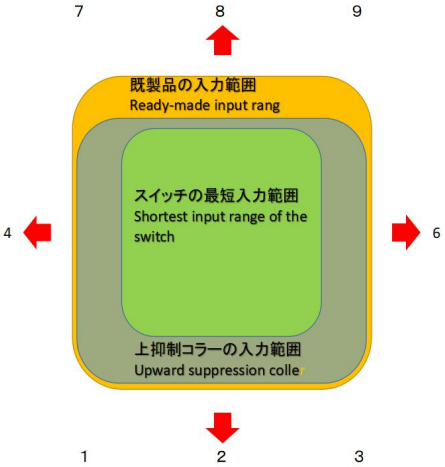


OCS (Octa, Circle, Square)　804



COS (Circle, Octa, Square)　084





Range of motion ↑, ↓, ←, → when using a new collar variation
新型コラーを使用する場合の上下左右の可動範囲

【Unit millimeter】
設計計算に基づく【単位ミリメートル】

New Collar / Shaft	Abbreviation	7	7.5	8	8.5	9	9.5	10	10.5	11	11.5	12
SS(Short, Square)↑	S4	3.50	3.25	3.00	2.75	2.50	2.25	2.00	1.75	1.50	1.25	1.00
SS(Short, Square)↓		4.50	4.25	4.00	3.75	3.50	3.25	3.00	2.75	2.5	2.25	2.00
SS(Short, Square)←		4.50	4.25	4.00	3.75	3.50	3.25	3.00	2.75	2.5	2.25	2.00
SS(Short, Square)→		4.50	4.25	4.00	3.75	3.50	3.25	3.00	2.75	2.50	2.25	2.00
OS(Octa, Square)↑	84	4.00	3.75	3.50	3.25	3.00	2.75	2.50	2.25	2.00	1.75	1.50
OS(Octa, Square)↓		5.00	4.75	4.50	4.25	4.00	3.75	3.50	3.25	3.00	2.75	2.50
OS(Octa, Square)←		5.00	4.75	4.50	4.25	4.00	3.75	3.50	3.25	3.00	2.75	2.50
OS(Octa, Square)→		5.00	4.75	4.50	4.25	4.00	3.75	3.50	3.25	3.00	2.75	2.50
CS(Circle, Square)↑	04	3.50	3.25	3.00	2.75	2.50	2.25	2.00	1.75	1.50	1.25	1.00
CS(Circle, Square)↓		4.50	4.25	4.00	3.75	3.50	3.25	3.00	2.75	2.50	2.25	2.00
CS(Circle, Square)←		4.50	4.25	4.00	3.75	3.50	3.25	3.00	2.75	2.50	2.25	2.00
CS(Circle, Square)→		4.50	4.25	4.00	3.75	3.50	3.25	3.00	2.75	2.50	2.25	2.00
OCS (Octa, Circle, Square)↑	804	3.50	3.25	3.00	2.75	2.50	2.25	2.00	1.75	1.50	1.25	1.00
OCS (Octa, Circle, Square)↓		4.50	4.25	4.00	3.75	3.50	3.25	3.00	2.75	2.50	2.25	2.00
OCS (Octa, Circle, Square)←		4.50	4.25	4.00	3.75	3.50	3.25	3.00	2.75	2.50	2.25	2.00
OCS (Octa, Circle, Square)→		4.50	4.25	4.00	3.75	3.50	3.25	3.00	2.75	2.50	2.25	2.00
COS (Circle, Octa, Square)↑	084	3.50	3.25	3.00	2.75	2.50	2.25	2.00	1.75	1.50	1.25	1.00
COS (Circle, Octa, Square)↓		4.50	4.25	4.00	3.75	3.50	3.25	3.00	2.75	2.50	2.25	2.00
COS (Circle, Octa, Square)←		4.50	4.25	4.00	3.75	3.50	3.25	3.00	2.75	2.50	2.25	2.00
COS (Circle, Octa, Square)→		4.50	4.25	4.00	3.75	3.50	3.25	3.00	2.75	2.50	2.25	2.00
Suspression level %　抑制率 %		22%	24%	25%	27%	29%	31%	33%	36%	40%	44%	50%