

Tutorials

All the tutorials traditionally found on our website, pertaining to the ForceTube haptic gunstock in alphabetical order

- [Companion App Guide](#)
- [Haptic Setup](#)
- [Haptic Compatibility and VR Games](#)

Companion App Guide

provolver haptic pistol
forcetube haptic gun stock

The Companion App creates a backwards compatibility for SteamVR games to have haptic with our devices, such as the ForceTube or the ProVolver.

We call this **SteamVR compatibility**.

What does it mean?

- 1) This little software will detect when your avatar presses the trigger of your in-game weapon(s).
- 2) It will understand what kind of weapon(s) you are using and do some wizardry (quite a lot of maths and electrical conversion, tbh).
- 3) The Companion App sends a signal to your haptic device(s).
- 4) The device(s) will activate, replicating the recoil and rumble of what's happening on your in-game weapon(s).

What do i need?

You only need the Companion App **if you are using SteamVR on PC**.

If you are playing games directly on your standalone HMD (such as Meta Quest or Pico without PCVR link), our haptic devices are natively compatible with an extensive and ever growing list of VR games.

If you use a Meta HMD with PCVR, you need to changes the runtime. **More info in the FAQ below.**

Compatible games and mods

Through our collaboration with VR game studios, the compatibility and calibration of our haptic devices are directly integrated into games.

This **native compatibility** does not require the use of the SteamVR compatibility feature and is present in over 60 titles across multiple platforms including PC, Quest & Pico headsets. This list of native titles is growing continuously.

In addition to these titles, wonderful modders from the community are adding **mods to enable native integration** into popular games that do not. For games with such a mod, usage of the Companion App SteamVR compatibility feature is not required, just like with native titles. Those mods are only available for SteamVR games (PC).

For PCVR games that are neither native nor have a mod, you need to use the **Companion App SteamVR compatibility** feature.

For PCVR games that are native, you can use the Companion App to finetune your experience.

Check [the native compatibilities page](#) for more details.

[See compatible games on Reddit](#)

Install the Companion App

companion app steam page

1. Go on the [Companion App Steam page](#).
2. Add the Companion App to your Steam library.
3. Install the Companion App from your Steam library, like any other game.
4. Use the created shortcut to start the Companion App.

Companion App instruction manual

General preview

companion app general preview

Vocabulary

- **Device:** The electronic equipment you're connecting to the application.
- **Channel:** A reserved space where you can connect your devices and isolate specific received signals.
- **ms:** Milliseconds.
- **Preset:** A configuration file that contains saved channels and device info.

Left Side panel

Default mode

You have some tabs available by default:

- **Connected Devices**
- **SteamVR**
- **Native and Mods**
- **Haptic Demo**
- **Steam workshop**

Advanced mode

Switching between modes enable/disable advanced features, like assignng custom channels to your device.

- **Connected Devices (advanced)**
- **SteamVR (advanced)**
- **Native and Mods (advanced)**
- **Haptic Demo (advanced)**
- **Valve Index**
- **Steam workshop**

companion app side panel default

companion app side panel advanced

Top bar Widget

Auto-connect

The Companion application will automatically try to connect to the devices remembered by your PC.

Disable this option if you want only some devices to connect.

In advanced mode, the **Stream Plugin** button appears.

companion app top bar

Preset Manager

When launched, the Companion App always loads on the default parameters. If you want to keep your modified settings, you must save it in a preset.

Double-clicking on a preset will load its settings.

Save: Create a new preset with the name in the black text box and saves current configs including:

- Assigned device channels.
- SteamVR settings.
- Native Compatibility Settings.
- Knuckles Fix values.

companion app preset

Saving a setting to an existing preset overwrites it.

If you want to retrieve the default preset, close the Companion App, reopen it, and save the parameters loaded by default in a new preset.

Import: Import a configuration file. You can find shared presets from our Discord community.

Export: Export all saved configurations as a file. You can share it with our Discord community.

Delete: Delete the selected preset.

Connected devices and Channels

What are channels?

To operate, the Companion App catches in-game controllers' vibration signals, converts them and sends them to your devices, making them kick and rumble.

These signals go through Channels.

There are 6 of them. By default, the signal will go through all 6 channels and your device will react.

Why are channels important?

If you have 2 distinct haptic devices, channels allow them to kick separately.

If you'd prefer your haptic devices to kick separately, you need to set each device to a different channel.

Doing so, you would avoid the ProVolver from kicking when you use your ForceTube Rifle, for example.

Or if you have a pair of ProVolvers, and you only want to feel the recoil on the hand holding the gun that's firing it, it's possible by using the channels.

Special channels for some games

A natively compatible game only sends signals to a channel if its developers have set up that specific channel.

Some developers have only set up 1 or 2 channels for their game. If you use custom Channels setup instead of the Default one for these games, you have to select the configured channel.

Automatically assigned channels

Connecting your new device will assign it to a **signal channel automatically in this order:**

RifleButt - RifleBolt - Pistol1 - Pistol2 - Other - Vest

If you connect more devices than the total channel number available, auto-assign will loop back to RifleButt and so on.

Default mode

This is the page you land on when you start the application. By default, you will see each connected device here.

You can click on any device card to change its type, and the application will remember which device is what.

Advanced mode

In advanced mode, you have a Channels button appearing under each device.

Clicking on this button will bring-up a menu where you can manually assign channels to your device.

It is important for some games and/or if you have several haptic devices.

companion app connected devices default

companion app connected devices advanced view
companion app connected devices advanced

SteamVR

Customize the SteamVR Compatibility Feature.

If you use a Meta HMD with PCVR, you need to change the runtime. **Every step in the FAQ.**

Default mode

Listen Events: Whether you want your channel to react when your left/right hand triggers an haptic event.

Kick Power: Controls the kick power of your devices.

Kick Threshold: Adjust this variable to control required power for SteamVR events to trigger your device kick response. Each game has different values defined by the developers, you will have to do some testing to get a good result.

Rumble Threshold: Adjust this variable to control required power for SteamVR to trigger your device rumble response.

companion app steamvr compatibility

Advanced mode

Start by selecting a channel and tweak your settings from here.

Make sure your device is in the right channel by checking in your channel manager. You can also use the "Identifier" command below.

Identifier: Sends a kick command to the selected channel.

Tips: If identifying a channel does not result in any connected device kicking, it probably means that no device has that current channel assigned. A device is considered connected if its battery displays a percentage superior to 0.

companion app steamvr advanced

Interpret as kick / Interpret as rumble: If you want your right or left controller events being interpreted as a kick, rumble or both.

Shots Delay: Limits the reaction rate of your devices. *Avoids triggering event bursts on each in-game interaction.*

Minimum Rumble Duration: Controls the duration between each vibration.

companion app steamvr advanced all channel settings

Haptic demo

Default mode

Mainly used to simulate different types of weapons.

- Sniper : Kick with vibration.
- M16: Launches a salvo of 3 consecutive kicks.
- PKM: Continuous burst of kicks and rapid vibration.
- P90: Continuous burst of rapid kicks.
- Laser: Vibrates to charge the shots, then kicks after charging.

companion app haptic demo default

Advanced mode

Start by selecting a channel and tweak your settings from here.

Make sure your device is in the right channel by checking in your channel manager.

Identifier: Sends a kick command to the selected channel.

Tips: If identifying a channel does not result in any connected device kicking, it probably means that no device has that current channel assigned. A device is considered connected if its battery displays a percentage superior to 0.

companion app haptic demo advanced

Custom Single Shot: Shoots once using specified parameters in below sliders.

Custom Auto Shot: Shoots using specified parameters and loops based on frequency slider.

Kick Power: Controls the kick power for demo mode.

Rumble Power: Controls the rumble power for demo mode.

Rumble duration: Controls the rumble duration on each shot. Max is 500 ms.

Autoshots Frequency: How many times per second you want to shoot with Custom Auto Shot for the demo mode.

companion app haptic demo custom shoot

Native and Mods

On PCVR, if you are playing a native game or a game with integration enable by a mod, you can customize your inputs.

These games do not need the Companion application to work, but it will allow you to finetune some settings if you have the need to.

Make sure to connect any desired device to the app first, and then start your game.

Default mode

By default, your device will listen to all channels at once ensuring most of the compatibility.

For each of the below parameters, refer to this chart:

- 0% : No power
- 100% : Original game power
- 200% : Double original power

Kick Power: Controls the kick power percentage.

Rumble Power: Controls the rumble power percentage.

Rumble duration: Controls the rumble duration percentage for each shot.

companion app native mods default

Advanced mode

Start by selecting a channel and tweak your settings from here. This allow your devices to kick separately.

Make sure your device is in the right channel by checking in your channel manager.

Identifier: Sends a kick command to the selected channel.

Tips: If identifying a channel does not result in any connected device kicking, it probably means that no device has that current channel assigned. A device is considered connected if its battery displays a percentage superior to 0.

*companion app native mods advanced
companion app native mods advanced all channel settings*

Special Channel Settings

Your devices need to use the correct channels set by the developers for customization to take effect.

For the following games, make sure your Haptic devices are set in the right channels when enabling Native Customization.

If a game on this list doesn't work, search and enable ForceTube settings in your game menu.

If your native or mod-compatible game doesn't appear on this list, you will have to find the used channels via trial and error.

Any game that is not native or mod-compatible will work with **SteamVR compatibility**.

Dead Second	Pistol1	Onward	RifleButt RifleBolt
Surv1v3	Pistol1	Contractors	RifleButt RifleBolt
Cactus cowboy Plants at War	RifleButt RifleBolt	Tales of Glory 2: Retaliation	RifleButt RifleBolt
Cactus cowboy 3 Fully loaded	RifleButt RifleBolt	Vertigo 2	RifleButt RifleBolt
Hotdogs Horseshoes and Handgrenades	RifleButt RifleBolt	Gun club VR	RifleButt RifleBolt
Larcenauts	Pistol1 Pistol2	Warchasm (no Companion App customization available)	Akimbo out of the box
Resist (enable parameter in game settings)	Pistol1 Pistol2	Gambit ! (Pistol only, right hand only. Start the Companion app after the game connects to the devices)	Pistol2

Valve Index with Knuckles

A few players using a Valve Index HMD and its Knuckles have reported us their in-game hands fly away while shooting in long burst.

We have developed a driver to fix this.

The driver does not work with other headsets; only Valve Index might need it. If you don't own a Valve Index headset or your in-game hands don't fly away while using the Knuckles controllers with your Index HMD, you can skip this section.

Install the driver

1. Close the Companion-App and shut down VR if it's been turned on.
2. Go to your Companion App installation folder.
3. Open the folder "Valve-Index-Knuckles-driver".
4. Install the driver.
5. Restart the Companion App.
6. Enable Advanced mode.
7. Go to Valve Index tab.
8. Enable the feature with the toggle button and tweak the sliders to your preferences.

Uninstall the driver

1. Go to the folder "C:\ Program Files (x86)\ Steam\ steamapps\ common\ SteamVR\ drivers".
2. Delete the folder "ProtubeDriver1".

Finetune your Knuckles settings

Additional help :

1. Try to reduce the kick power produced by the mode you're currently using (either SteamVR or Native/Mods).
2. Extend the Shots delay.
3. Reduce the rumble duration.
4. Don't forget to save your configuration.

Accelero Max: Limits max acceleration of your in-game hand.

Freeze Duration: How much time your hand gets frozen after a kick if it hits max acceleration.

companion app valve index knuckles fix settings

Steam Workshop

You can download and share presets with the community with the [Companion App's Steam Workshop](#). companion app steam workshop page

This page lists all items you've previously subscribed to for the Companion-app.

You can search for a specific item in your list using the search bar.

Importing presets

If you don't have any items yet or want to open the application workshop in a single click, you can press the "Open Workshop" button.

After subscribing to an item from the steam application, you might have to restart the Companion-application to see newly added items.

To import a subscribed item into the preset manager, click the "Import Preset" button.

Your preset will be imported, and the button will change its status to "Imported".

To unsubscribe and delete the item from your computer, click the "Unsubscribe" button.

Exporting your presets

To export your presets and upload an item:

1. Start by preparing a folder outside the Companion-application. The folder will be your item uploaded on Steam Workshop.
2. If it's not already done, export your desired preset to the folder, or move the preset to that folder.
3. When your folder is ready and you've put all your files inside, open the Editor in the Companion-application.
4. Fill in the required fields.
5. Precise your prepared folder location.
6. Import an image that will represent your content.

companion app steam workshop editor

Steam Workshop Editor

In advanced mode, you can upload your own items after clicking on the "Workshop Editor" button.

You can upload a new item every 15 minutes but if you need to modify an existing one the delay is shorter (no delay on lightweight items).

Your item can be reported and will be removed from the Workshop if it doesn't respect [Steam guidelines](#).

Edit existing item

If you want to edit an existing item belonging to you, you will have to specify its ID.

Your Item ID is the last numbers in the URL bar of the Steam app workshop, either web or desktop. Example: "https://steamcommunity.com/workshop/filedetails/?id=[3104917878](#)"

Patch notes: Not required but can provide useful information to users on item updates.

When you're done, click the "Create/Update" button to upload your item on steam.

Streamers Addon

In advanced mode, the top bar contains a "Stream Plugin" button.

This feature is destined for content creators and streamers. It is similar to input overlay for gaming controllers.

With it, you show an icon of your haptic devices on your stream overlay. This icon will blink each time you use it.

Clicking the button opens a browser window.

You can import that browser source inside your favorite streaming software.

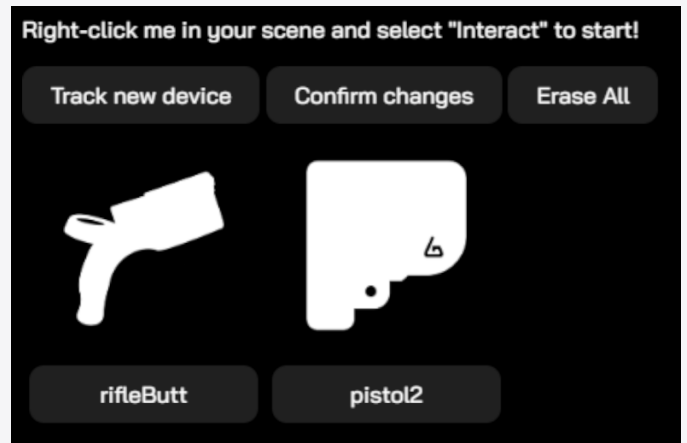
Then, follow the written instructions on the source.

You can change the device type by clicking on the image logo multiple times, and the channel by clicking on the button right under each device.

Once set-up, the tracked devices will be highlighted when a kick is detected.

By confirming changes, you save the current settings for your next broadcast sessions.

When you erase all, your saved configuration will be cleared.



FAQ and Troubleshooting

I want to set up my 2 devices for SteamVR

1. Make sure Advanced mode is disabled (the button should be gray).
2. Make sure both of your devices are connected to your PC by going into the side panel option "Connected Devices". If you see 2 cards with a battery percentage above 0, you're set.
3. Now, go to SteamVR tab below.
4. There should be 2 toggle buttons present on the menu. Make sure they're ticked "on".
5. Enable the SteamVR tab's toggle button.
6. Fine-tune your SteamVR settings.
7. Create new presets and save them through the preset manager (top right) if you want to keep your settings for your next sessions.

I want my 2 devices to kick separately in Steamvr mode

1. Make sure both of your devices are connected to your PC by going into the side panel option "Connected Devices". If you see 2 cards with a battery percentage above 0, you're set.
2. Enable the Advanced mode. The "Connected Devices" panel becomes "Channel Manager". You can manage signals by channel.
3. Go to SteamVR tab below.
4. Disable the listen events on "All" channel.
5. If you didn't change manually your channels, your first 2 devices are going to be in RifleButt and RifleBolt (1 device per channel).
6. Make sure you have only 1 listen event side (right or left) enabled on each Channel setting (eg. RifleButt only has Left hand controller and RifleBolt only has Right hand controller).

If your left device shoots on right events:

1. Enable SteamVR tab's toggle button
2. Swap the listen event between the 2 channel settings.
3. You should be all set up.

If your devices still don't kick although they display percentages:

1. Note in which channels you just enabled your parameters.
2. Assuming you are still in Advanced mode, navigate to "Channel manager" tab.
3. There is an orange button under each of your devices.
4. Ensure that each device's assigned canal corresponds to the ones you just set up in the SteamVR tab.

How can I reduce the kick or rumble of natively compatible games or mods using the companion-app?

1. Launch the Companion App first, then your game.
2. If you didn't set channels manually go directly in the "Native and Mods" tab.
3. Adjust the sliders until you have a good result while testing in-game.
4. Save your configuration as a preset so you can keep it for your next session.

Pistol1 is not always Left hand

Pistol1 may not always be set as the left hand, and which gets assigned to it depends on which device paired first to the game.

Games that have Pistol1 + Pistol2 usually have an "invert channel" or "swap hands" option in the settings allowing you to change which hand your 2 ProVolvers are assigned to.

More than 2 devices kicking at the same time impossible

It is only possible to use a maximum of 2 devices at a time.

If one tries to pair 3 devices or more, only the first 2 devices paired to a game will receive informations. The remaining will receive nothing even if they pair to the game.

In some games, pairing more than 2 devices will result in interrupting the pairing process of the "additional device".

More than 2 devices and game crashes with Companion app

Some native or modded games simply don't work with the Companion App at all when using 2 devices.

If the Companion App is already running, affected games may crash or won't launch properly.

If one launches the Companion App after a game is running, it may still crash, or haptic device constantly pair over and over.

Even if none of these occur, any changes made to the game's haptic events will not apply no matter what.

Device history with modded games

To use any mod on PC, you must have a maximum of 2 devices paired for a game to transmit haptic signals to a devices properly.

The game cannot know if your paired devices are on or off. So there is a risk that a signal is sent to an off device. To be safe, unpair any unused devices from the Bluetooth menu.

bHaptics & ProTubeVR haptics on PC

The ForceTube and ProVolver only work with Bluetooth 4. They are not compatible with Bluetooth 5 dongles. They can work, according to some customers, on Intel chipset WiFi+BT (specifically AX200, AX210, AX220) which can be found directly on some motherboards, or bought as PCIE adapter cards. Also, they do not work well with Realtek chipset in any capacity.

There is always a risk that those do not work, so be aware.

The Bluetooth 4.2 dongle we provide runs a Qualcomm chipset. It does not have the capability to let you run both a ForceTube or ProVolver & a bHaptics product simultaneously.

Newest bHaptics products come with a Bluetooth 5 dongle that runs on a Realtek chipset. They used to come with a Bluetooth 4 dongle that let users run both ProTubeVR and bHaptics devices simultaneously.

bHaptics products still work with BT4.0 (according to their website).

The solution is to find a Bluetooth dongle that can let both ForceTube/ProVolver & bHaptics work at same time.

DISCLAIMER:

Please keep in mind that none of the solutions proposed under are certified to work. The provided Bluetooth 4 dongle we provide is certified to work with any ProTubeVR's haptic devices. bHaptics being a different company and using a different technology, we ask you not to expect a magical working solution.

1 - Get which Bluetooth 4 dongle bHaptics used to provide with their products and aquire it.

2 - Find a Bluetooth 4 dongle that is not Realtek. It may take tries and errors to find one that works well with both ProTubeVR and bHaptics devices. Asus USB-BT400 and TP-Link UB400 dongle has been reported to work!

3 - For users with onboard Bluetooth from motherboard or PCIE Card that is Intel Chipset AX200, AX210, or AX220. Make sure to install WiFi antenna even if you don't use WiFi, because it boosts BT signal strength.

Note: Bluetooth transmitters have a limit on how many devices can be actively paired simultaneously. This means it is not possible to use every single bHaptics product while also using 2 of our haptic devices (ForceTube+ProVolver, or 2X ProVolver).

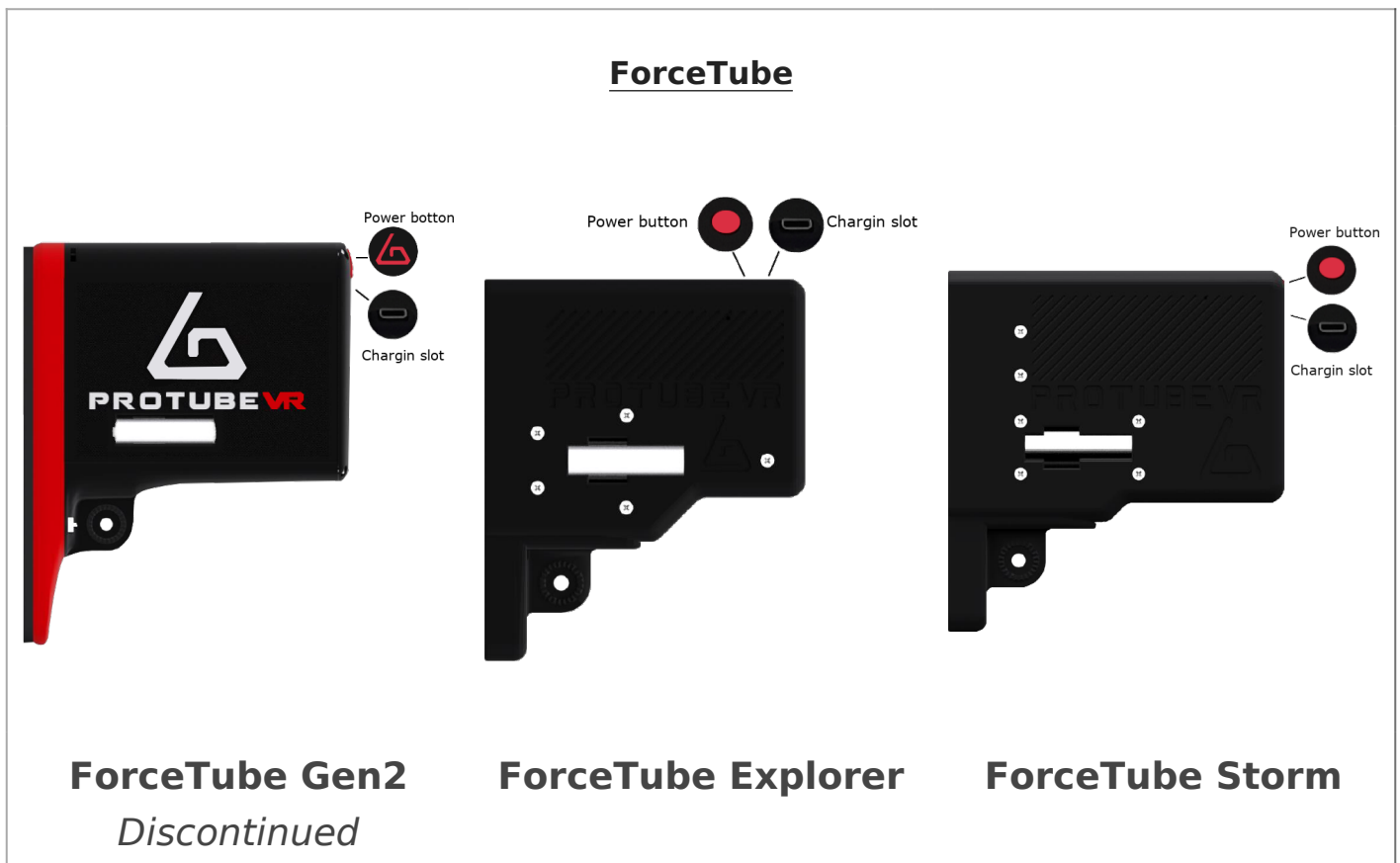
Haptic Setup

INTRODUCTION

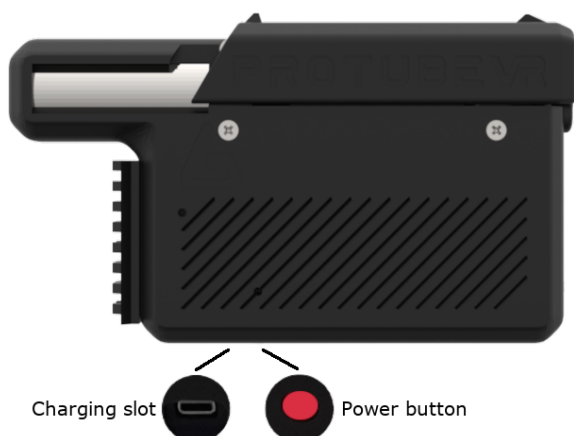
The ForceTube and the ProVolver use the same Haptic technology, so all the following instructions are similar for both. If there are any differences, we will let you know.

As the ForceTube is the original product, all the haptic devices are called “ForceTube” on the Bluetooth pairing and on the Companion app.

1 - HAPTIC DEVICES



ProVolver



Charging slot Power button

ProVolver Explorer

Discontinued



Power button

Charging slot

ProVolver Elite

2 - BATTERY AND LED

There are 2 LEDs inside the haptic device:

- The first little one is always red and means the module's microcontroller is on.
- The second one is the battery level LED, it changes accordingly:
 - White: 80 to 100%
 - Green: 30 to 80%
 - Red: <30%
 - Orange: Haptic device is plugged and charging.
It blinks red very quickly (3 Hz) if you have a battery cell with a too low charge level to work. In this state, the module will not work and needs to be charged.
 - Blue: Haptic device overheat. The module will lock itself and won't work for a while, until it has cooled down. Once the blue LED is off, you can use the module again.

The bigger LED blinks when the haptic device is not connected to an application (not to be confused with not paired) and is steady when connected.

After unboxing, the first thing you will need to do is charge your device. It arrives on low charge and takes about 6-8 hours to full charge*. You will know it is charging by the yellow/orange LED when plugged in. To charge it, use the provided cable on a PC USB port, or 500mA USB charger.

Again, if you do not see a yellow/orange LED when plugged in, it is not charging, and you will need to try a different power source.

*After full charge, unplug the module without too much delay. Overcharging is the best way to damage batteries and shorten their lifespan.

Important: trying to use a USB-C-to-USB-C or an electrical outlet instead of your PC can result in the module not receiving any charge or damaging the battery cell. You should use it as instructed above for it to charge!

The battery level LED turns orange when the module is charging. After 6 to 8 hours of charging, your Haptic device will be fully charged. You can check it by unplugging it (restart it if it shuts down when unplugging) and check that the battery level LED is white.

We also recommend that you charge your device every 5-6 months if it is not actively in use. Also, charge it only when the battery is low (battery level LED becomes red), avoiding the battery cell to be damaged.

Important notice: It is best to keep the battery level between 20 and 80% to assure a longer battery life.

So only green battery level.

Also, it is recommended to store the module with a battery over 80% when not used for over a month. Avoiding the battery to be damaged.

3 - BLUETOOTH PAIRING

To use the Haptic device, you first need to power it on and pair it with Bluetooth on your OS (Android for Meta Quest and Windows for PC HMDs).

3.1 - On Windows

If your computer does not have Bluetooth 4, plug in the provided Bluetooth dongle, and enable Bluetooth.

(If you have BT5, you will need to disable it on the device manager first, then plug the provided dongle)

To pair it to Windows 10, power your module on and make sure it is not connected to another computer/phone/Meta Quest before (the batteries level LED should blink).

Windows 11 user, please check those settings first:

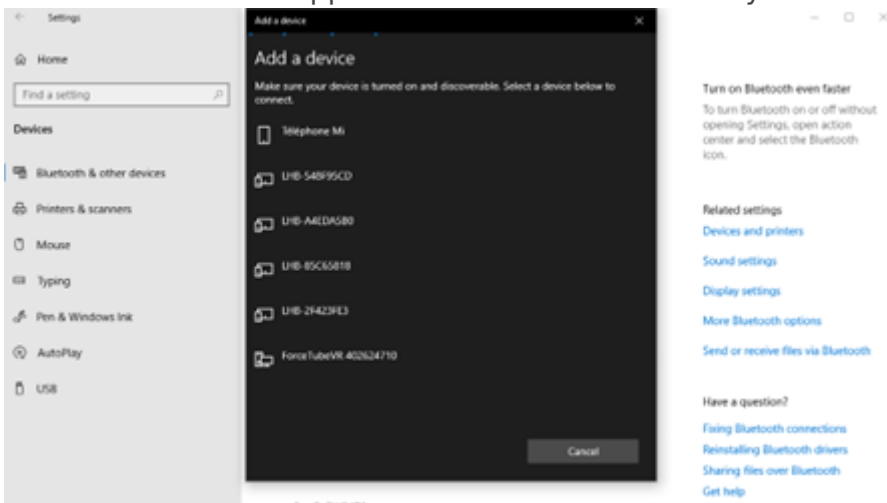
- In "Bluetooth & other devices > Devices" (Bluetooth & other devices>view more devices) change the option "Bluetooth devices discovery" to "Advanced".
- Click on the "More Bluetooth settings" and check the "Allow Bluetooth devices to find this PC" box.

Windows 10 user, you can skip to those following steps directly:

1. Open the Windows settings.
2. Click "Devices".
3. Click "Bluetooth and other devices".
4. Turn on Bluetooth if it isn't done.
5. Click "Add Bluetooth or other device".
6. Click "Bluetooth".



7. All the haptic devices are called "ForceTube" on the Bluetooth pairing and on the Companion app.
Your module should appear with numbers aside. It's your module's unique ID.



8. Click on your ForceTube.
9. Wait a few seconds while your module is pairing to Windows. It may ask to check a code, just skip and proceed.

“ Troubleshooting:

If your Haptic device is paired on Windows but cannot connect to games or the Companion Application, it may be due to a pairing with the bad Bluetooth transmitter (mainly Windows problem).

Windows OS can only allow one Bluetooth transmitter, but all devices ever paired to one transmitter cannot be paired to another from the same computer at the same time.

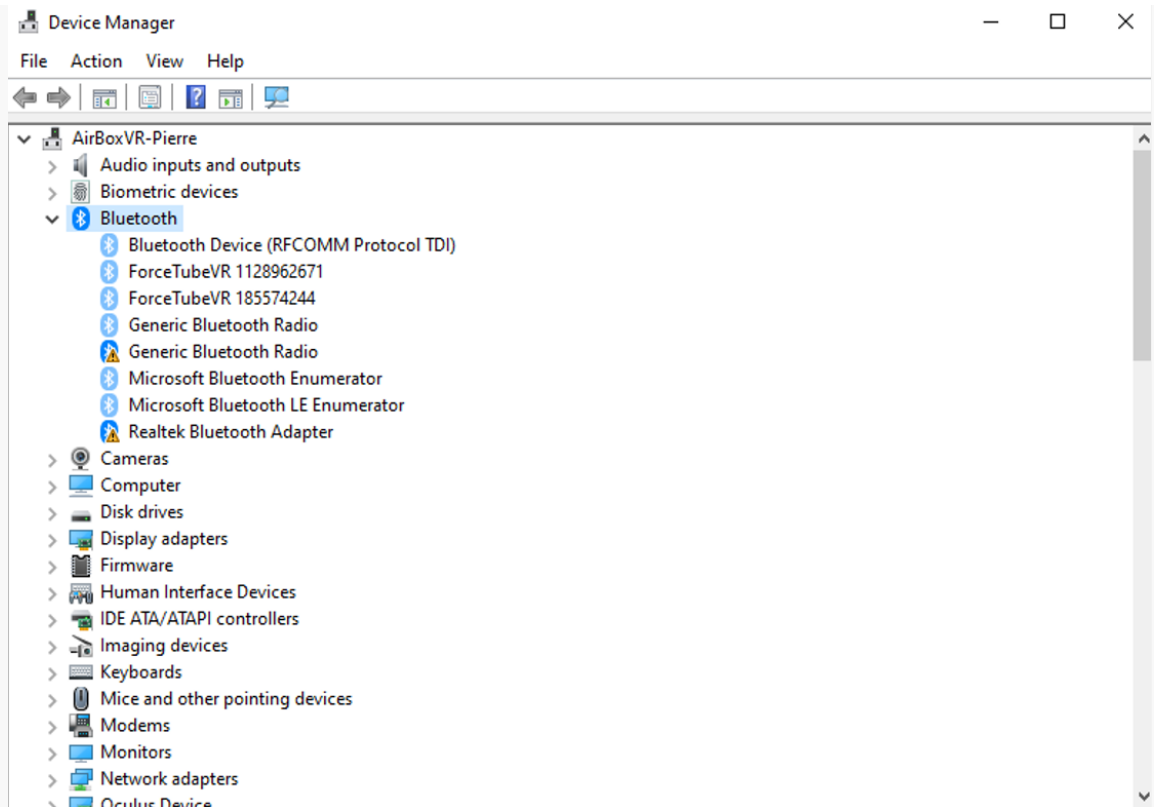
This problem can occur if you have different Bluetooth transmitters installed or even if you moved your Bluetooth dongle to a new USB port and Windows had difficulties recognizing it, assuming it is a new Bluetooth dongle even if it isn't.

So, you should try to remove the ForceTube from your Bluetooth devices to pair it again.

If you have difficulties to remove it:

1. Go to your Device Manager.
2. Click on "View".
3. Click on "Show Hidden Devices".
4. Open the "Bluetooth" tab.
5. In this "Bluetooth" tab, uninstall all unconnected devices (they have lighter icons) by right-clicking them and selecting "Uninstall device" and restart your computer.
6. Once done, try to pair again your module on Windows.

If you accidentally remove a device, you should not, try to unplug it, restart your computer, and plug it again.



The picture shows 2 important things:

1. There are two Bluetooth transmitters. Here, "Generic Bluetooth Radio", is the one provided with your product. The other one needs to be disabled.
2. The elements in light blue (transparent) are paired devices but are not connected.

“ Additional Connection Troubleshooting:

If after the troubleshooting steps you still cannot get the haptic device to connect to the companion app or games, or perhaps to be seen by Bluetooth to pair, here are some more steps to try:

1. If you have an Android phone:
 - **Download the APK** on our GitHub.
 - Install the ForceTube's Android application APK on your phone.
 - Try to pair the haptic device to your phone (like a normal Bluetooth device) with the application.
 - If you see it and the module is pairing, then the problem is somewhere on your computer.

- If it still does not connect, contact our **Customer service on our website**.
2. If the problem is on your computer, the first thing to check is the Bluetooth dongle.
- If you were using one you already had, try uninstalling it and using the provided one.
 - If you were using the provided dongle, try uninstalling it, unplug it, restart your computer, and plug it on different USB ports (on the front of the PC is best).
 - If after trying various USB ports it still does not work, then the issue is likely the Bluetooth dongle. Contact our **Customer service on our website** to have your Bluetooth dongle replaced.
 - Alternatively, simply acquire another Bluetooth dongle to test. It must be **4.2** Bluetooth compatible or less.

3.2 - On Meta Quest

To pair a haptic device on Meta Quest:

1. Power on the module and the Meta Quest. The haptic module's battery LED should blink.
2. On the Meta Quest, access the Bluetooth settings.
3. Start the process of pairing a new device and look for the device named "ForceTubeVR #####".
4. Click on the device and wait until the "Pair" button shows, then click on it.
5. Your module is now paired to your Meta Quest standalone HMD.
6. At this point, the module's LED will continue blinking, showing that it is not connected.
7. The module will only "connect" and have a stable LED once a compatible game is launched (refer to part 4.1 below).

4 - PLAY

4.1 - Native integration in games

Some games integrate the haptic device to be natively compatible.

List of compatible games (Reddit post)

You can refer to this Reddit post to see the list of all natively compatible games.

This list show which games can be played with our haptic devices without needed an external app. It also explains which game has which feature (rifle, handgun, both-handed handguns or multi device supports).

It also tells on which platform the compatibility is supported (represented by a link to the related platform's store).

You are invited to read everything from this post, as every information is crucial.

For PCVR users (Steam), some games have mods that allow native compatibility.

Some manipulation is required, so please refer to the **list of native mods (Reddit post)**.

These natively compatible games only need you to keep a paired module when you launch them, and it will automatically connect.

You can adjust the power and duration of haptic feedback using the **Companion Application**, but this application is not mandatory for those games.

For more details, go to section 5.

4.2a - Backward compatibility with SteamVR

Other (non-natively compatible) games will work with the haptic devices if you launch them via **SteamVR** and use the **Companion Application**.

For more details, go to section 5.

4.2b - Playing with an Oculus/Meta Quest standalone Headset

When playing with Meta Quest headset using the Quest link/Air link/Virtual Desktop/Steam Link, if the Steam game has an OculusVR Mode, Steam may start it with this mode by default, so you need to make sure Steam uses SteamVR (OpenVR):

- Find the game's .exe file.
- Right click -> Properties -> Compatibility.
- Check "run compatibility mode" option and select windows 7.

- Check “run this program as administrator”.
- Apply the changes.
- Go to your steam library.
- Right Click -> Properties -> General.
- Write “-openvr” in the launch options.

Be sure to launch your games from SteamVR, especially if using Virtual Desktop (do not launch games directly from it).

5 - STEAM COMPANION APPLICATION (FOR WINDOWS)

The companion application allows our haptic devices to work with any games launched through SteamVR to have haptic feedback. Even those that are not natively compatible.

For more information, and how to use it, please refer to the **[Companion App documentation](#)**.

You can **[download the Companion App \(Steam\) here](#)**.

Have fun!

Haptic Compatibility and VR Games

Overview

Our haptics products (ProVolver pistol and ForceTube shoulder stock) simulate the recoil of your firearm on your hand and/or shoulder. VR immersion exceeds all expectations.

provolver haptic pistol
forcetube haptic gun stock

They replicate weapons from small to heavy firearms, even lasers, and the firing mode (single shot, burst, full auto).

The magic happens thanks to our developers, who were able to "capture" the game's signals when your virtual gun fires.

This way, the haptic module knows:

- when you pull the trigger and when you stop,
- the firing rate (the time between shots),
- the strength of the recoil (depending on the caliber),
- the rumble (depending on the caliber and firing mod).

It is a lot more precise and realistic than the other methods (sound detection and physical trigger, activating each time you pull the trigger).

Native compatibilities

We work with VR studios to integrate our force feedback modules directly into the games.

This collaboration allows :

- a "**plug and play**" solution
- greater precision with the weapons feedback,
- in-game customization of the experience,
- the use of the haptic module with Oculus / Meta Store's games,

Mod compatibility

In addition to these titles, wonderful modders from the community are adding **mods to enable native integration** into popular games that do not.

For games with such a mod, usage of the Companion App SteamVR compatibility feature is not required, just like with native titles.

SteamVR compatibility

For PCVR games that are neither native nor have a mod, you need to use the **Companion App SteamVR compatibility** feature.

For PCVR games that are native, you can use the Companion App to finetune your experience.

List of compatible games

The **native integration** is present in over 60 titles across multiple platforms including PC, Quest, & Pico headsets. This list of native titles is growing continuously.










You can sort by compatibility type, name etc... Mod links are available by clicking on the link mode button.


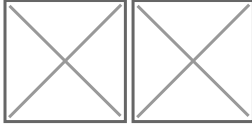



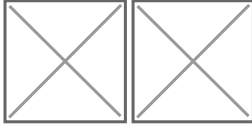

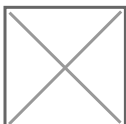


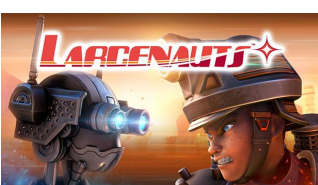
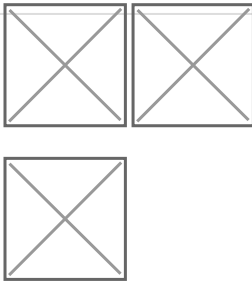
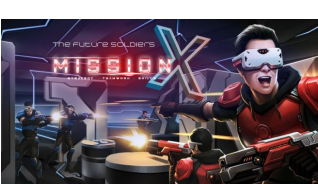



It's best to browse the table in desktop or landscape version of the phone.

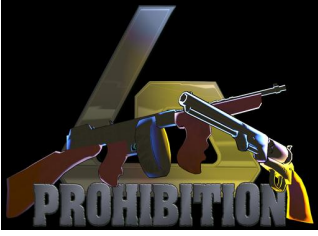
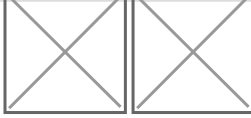


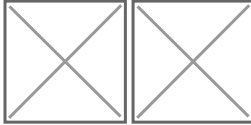

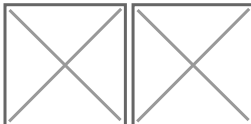

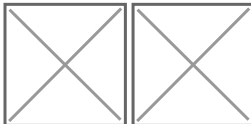

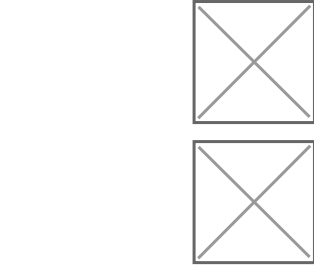

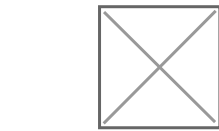

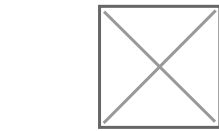

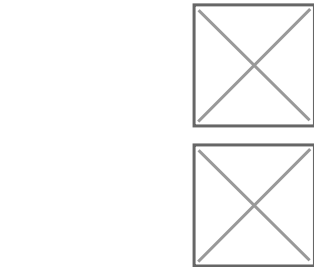
If you do not see a game you play on this list or the mods list above in important links, there is a backwards compatibility tool specifically for SteamVR/OpenVR. Otherwise, hit up the devs of the game in question and request they add support.

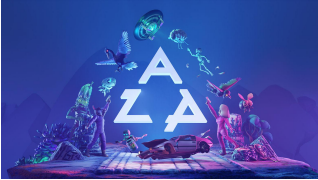

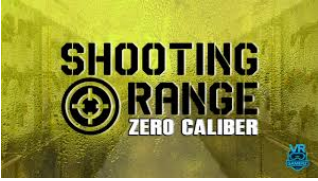









NOTE: All Quest games work on Quest 2, Pro, 3, and 3S unless otherwise explicitly stated.

Meta Quest titles







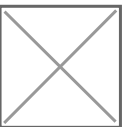
Titles name and link to shop	Recommended device	Information
		
	  	
	 	Enable in Profile, Guns Quest 3 & 3S exclusive mixed reality title, not compatible with Quest 2 or Pro


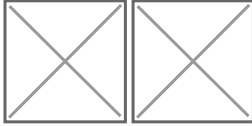





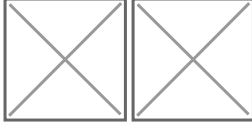



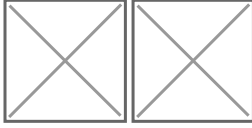







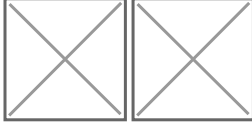
	<p><u>Cactus Cowboy 3 Fully Loaded</u></p>		<p>FREE GAME!!! Enable in options</p>
	<p><u>Clay Hunt VR</u></p>		
	<p><u>Crisis Brigade 2 reloaded</u></p>		
	<p><u>Gambit!</u></p>		
	<p><u>GUNS DEMO</u></p>		
	<p><u>Larcenauts</u></p>		
	<p><u>Mission X Arena</u></p>		<p>LBVR Arcade</p>
	<p><u>Onward</u></p>		<p>Enable in Settings>Haptics No haptic with handguns</p>


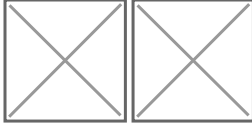

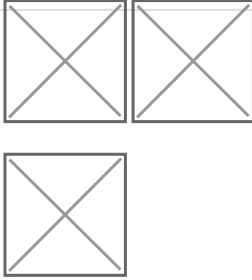



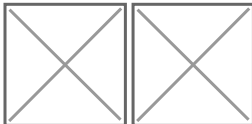

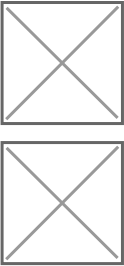

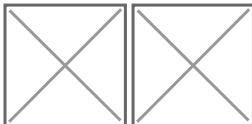

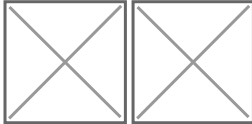

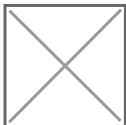
	<u>ProHibition</u> (SideQuest)	 	ProTubeVR's SideQuest demo
	<u>Shock Troops</u>		
	<u>Sniper Elite VR</u>		Enable in Settings>Controls page 2
	<u>Sniper Elite VR: Winter Warrior</u>		
	<u>Space Pirate Trainer DX</u>		
	<u>Sweet Surrender VR</u>		Enable in Settings>Vibrations
	<u>VR Practical Shooting</u>		
	<u>Warchasm</u>		Choose L/R in settings




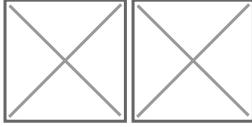



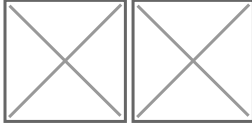



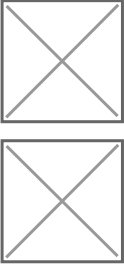

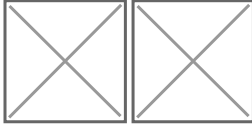


	<u>ZAP</u>		Enable in menu
	<u>Zero Caliber: Shooting Range</u>	  	FREE GAME!!! Enable ProTubeVR in settings under haptics; choose L/R in settings
	<u>Zero Caliber 2</u>	  	Enable ProTubeVR in settings under haptics; choose L/R in settings
	<u>Zombie Army VR</u>		

SteamVR titles






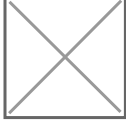
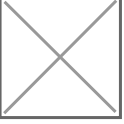

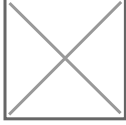
Titles name and link to shop	Recommended device	Information
	  	
	 	FREE GAME!!! Enable in options

	<u>Cactus Cowboy - Desert Warfare</u>		
	<u>Contractors</u>		No haptic with handguns
	<u>Crisis Brigade 2 reloaded</u>		
	<u>Dead Second</u>		For double wielding ProVolvers, swipe L/R channels in settings
	<u>Gambit!</u>		
	<u>Gun Club VR</u>		
	<u>Half-Life 2: VR Mod</u>		
	<u>Half-life 2: VR Mod - Episode One</u>		
	<u>Half-life 2: VR Mod - Episode Two</u>		
	<u>Honor and Duty: D-Day</u>		







 <p>HOT DOGS, HORSESHOES & Hand Grenades</p>	<p><u>Hot Dogs, Horseshoes & Hand Grenades (H3VR)</u></p>		
	<p><u>Larcenauts</u></p>		
	<p><u>Onward</u></p>		<p>Enable in Settings>Haptics No haptic with handguns</p>
	<p><u>Pavlov VR</u></p>		<p>Enable in Settings (Do not mistake for "Pavlov Shack" on Quest, which is not compatible)</p>
	<p><u>Resist</u></p>		<p>Enable in Settings</p>
	<p><u>Sniper Elite VR</u></p>		<p>Enable in Settings>Control page 2</p>
	<p><u>STAND OUT : VR Battle Royale</u></p>		
	<p><u>SURVIV3</u></p>		<p>Haptics only work when in a match</p>

	<u>Sweet Surrender VR</u>		Enable in Settings>Vibrations
	<u>Tales of Glory 2 - Retaliation</u>		
	<u>Vertigo 2</u>		Choose L/R hand in gameplay settings before playing
	<u>Virtual Battlegrounds</u>		
	<u>Virtual Hunter</u>		
	<u>Warchasm</u>		Choose L/R in settings
	<u>War Dust VR: 32v32 Battlefields</u>		
	<u>Zombie Army VR</u>		

Meta Rift titles (PC)

Titles name and link to shop		Recommended device	Information
	Contractors		
	Onward		Enable in Settings>Haptics
	Sniper Elite VR	 	Enable in Settings>Control page 2
	Zombie Army VR		

Pico titles

Titles name and link to shop		Recommended device	Information
	Contractors		
	Larcenauts	  	


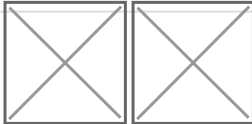


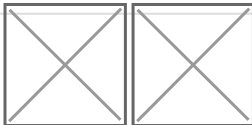
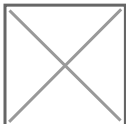

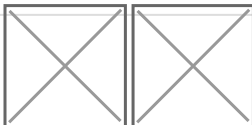
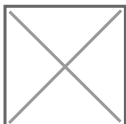


List of haptic mods (PC)

Here you will find all the mods currently available that add native support for our haptic products (ForceTube and/or ProVolver) to games that don't already have it. Instructions on how to set up each mod should be available within each link. **All of these mods are PC only.**

A big thank you to the modders who have decided to add our plugin to their mods.

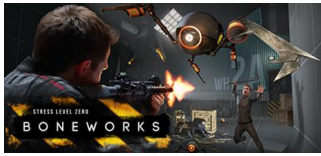
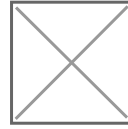
If there is a game you would love to see a mod for, please hop into our Discord [#haptic-mods](#) channel and let the modders (@haptic modder) know. To date, native integration has been added to pre-existing bHaptics mods.

NOTE: Unless stated otherwise directly within the download page, each mod supports 2x haptic devices. This will either be left/right hand channels, or both on the same channel. It depends on the game. If you happen to own 3 ProTubeVR haptic devices, you can only have 2 of them in your PC BT device history when using any of the mods for them to work. When you have 3 or more in BT device history, even if you only power on 1 device to connect, functionality may not send kick to your powered device.

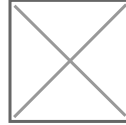
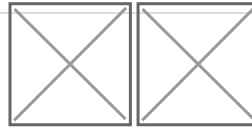
Titles name and link to mod		Recommended device	Information
	After The Fall	 	
	Arizona Sunshine	 	
	Arizona Sunshine 2	 	
	Audica		



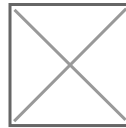
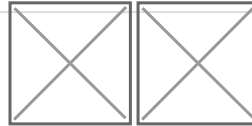
Bonelab



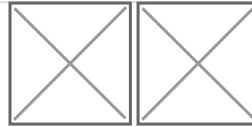
Boneworks


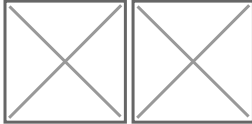

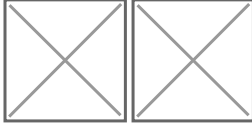

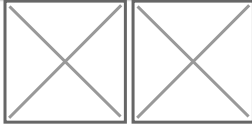

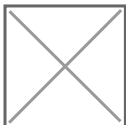

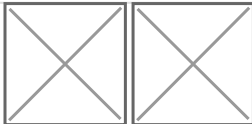

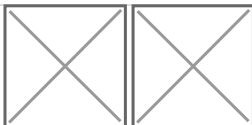





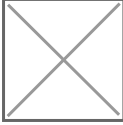
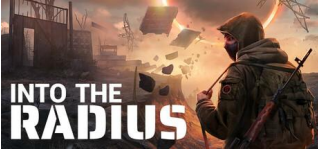
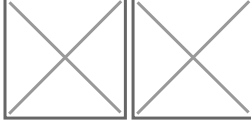

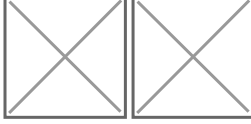

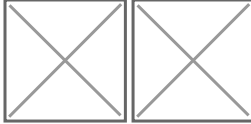

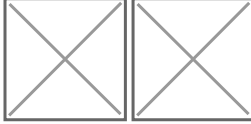






Compound




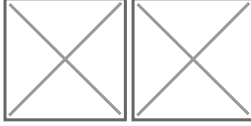

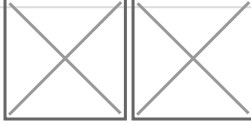


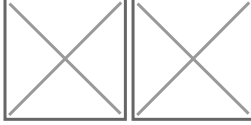



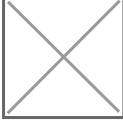


Crossfire Sierra Squad



	<u>Doom 3 Quest</u>		<p>(Team Beef Quest Port) IMPORTANT! You must own the game on <u>PC</u> to be able to transfer to Quest following instructions on the website. You must also run the haptic service provided in instructions below <i>before</i> you run the game, <i>every</i> time you run the game for it to work. Instructions First install the <u>Haptic Service</u>. Once installed, run it once to give it the permissions required for bluetooth Google Docs haptic-service-v0.2.0.apk Once you've done that, you'll need <u>this</u> version of Doom3Quest. Google Docs doom3quest-1.2.2-forcetube-beta1.apk if you've not played Doom3Quest, then you'll need install the apk, run it once to give it file system permissions, then you can follow the installation instructions (for copying the pak files to the quest) on <u>here</u></p>
	<u>Duck Season</u>		
	<u>Far Cry VR Mod</u>		
	<u>Gazzlers</u>		
	<u>GTFO</u>		
	<u>Guardians Frontline</u>		

	<u>Half-Life: Alyx</u>		
	<u>High on Life</u>		
	<u>Into the Radius</u>		
	<u>Into the Radius 2</u>		
	<u>Jedi Knight XR - Outcast / Academy</u>		<p>Mod available on PCVR, Pico and Quest (Team Beef Quest Port)</p> <p>IMPORTANT! You must own the games on PC to be able to transfer to standalone headset following the instructions on the SideQuest page.</p> <p>INTEGRATION DOES NOT WORK ON QUEST 3 CURRENTLY</p>
	<u>Medal of Honor Above and Beyond</u>		
	<u>Metal Hellsinger</u>		
	<u>Pistol Whip</u>		
	<u>Resident Evil 7 Biohazard</u>		
	<u>Resident Evil Village</u>		

	<u>Superhot VR</u>		
	<u>The Light Brigade</u>		
	<u>The Living Remain</u>	 	
	<u>The Walking Dead Saints & Sinners 2 Retribution</u>		
	<u>Vertigo Remastered</u>		
	<u>Zombieland VR Headshot Forever</u>		

Titles with broken compatibility

Games on this list do not currently work for one or more platform. Which platforms will be specified.

- **Alvo:** Pico
- **ARK-ADE:** SteamVR, Pico
- **Cactus Cowboy Plants At War:** all platforms
- **Contractors:** Quest
- **Crisis Brigade 2 reloaded:** PCVR
- **Dead Second:** Quest
- **Ghosts of Tabor:** all platforms
- **Gun Club VR:** Pico, Quest
- **Resist:** Quest

SteamVR and the Companion App

For the games without native compatibility, we made a "Companion App", synchronizing your computer and the feedback module.

[companion app steam page](#)

When used with PCVR/SteamVR games, this application will recognize the signals sent by the games to the headset, and activate the haptic module accordingly.

Learn all you need to know about the [Companion App](#).

Troubleshooting

Before launching the game

Make sure to power on your haptic device(s) before launching the game to ensure the game sends signals to them properly.

Compatible games connect but do not send kick or rumble events

If you power on a device after the game launches, it may connect to the game like normal, but not receive any kick/rumble events.

In this case, simply close and open the game again.

Similarly, if for whatever reason you have to power off a device, you will still likely need to restart the game.

For Meta Quest 2/3/Pro on PCVR

When using Meta Quest/2/Pro to run a PCVR game, make sure to **remove your haptic devices from the headset's Bluetooth devices history**.

To use your haptic device with a PCVR game, it needs to be connected to PC Bluetooth. Doing this eliminates any potential connection issues.

PC Connection issues 1

Make sure only one Bluetooth transmitter is on your PC.

If your OS is Windows 11, you need to enable Advanced Bluetooth.

If using on board Bluetooth (built into the motherboard), make sure any Wi-Fi antenna that came with it is connected.

On motherboards with built-in Wi-Fi/Bluetooth, Bluetooth uses the Wi-Fi antenna to boost its signal.

If using a dongle, make sure any on board Bluetooth is disabled, and that only one Bluetooth dongle is connected

PC Connection issues 2

- If on board Bluetooth isn't working, try the included dongle, following the steps above.

- If the dongle isn't working, try different USB ports.

- If it still doesn't work, make sure in devices & printers or device manager that it is functioning properly.

- If it is functioning properly and after a PC reboot it still doesn't work, hit up support, and in the meantime consider trying/getting another dongle.

Realtek Bluetooth chipsets don't work with our devices, so make sure to get something from Intel.

Meta Quest 2/3/Pro connection issues 1

Make sure both the haptic device(s) and Headset have full power.

If the issue persists, remove the haptic device(s) from Bluetooth devices in the headset then fully power off the headset then power it off, and try pairing the device(s) again.

This step may also be necessary after headset system updates.

Meta Quest 2/3/Pro connection issues 2

Make sure you understand how the device behaves when connected to your headset.

Default behavior is for headset to show a code, you need to 'confirm' then choose to connect. Simply connect when it shows the code.

At this point in time, it will show up in device history, not actively paired/connected.

It will be in standby mode, with the white or green light blinking indicating standby mode until you launch a native game.

It will then connect to the game.

Some games require enabling haptics in the options, before it will connect.

Some of these may require restarting the game after enabling for the device(s) to connect.

Meta Quest 2/3/Pro connection issues - More than 2 haptic devices

If you have more than 2 ProTubeVR haptic devices, you may encounter disconnect/reconnect issues when in a game if all 3 are connected to your headset.

To solve this, go to settings like you want to pair a new BT device, and in the BT device history, remove the haptic device listed that you are not actively using for the game in question.

This should solve the issue.