

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.


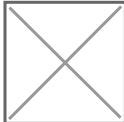



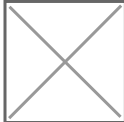

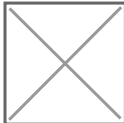

You can sort by compatibility type, name etc... Mod links are available by clicking on the link mode button.


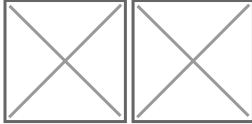



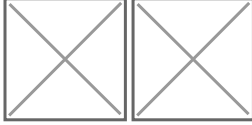

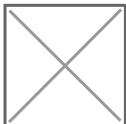

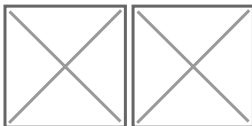
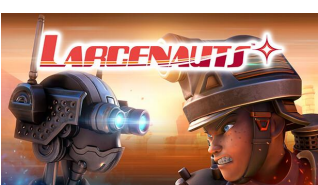
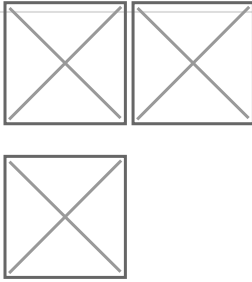
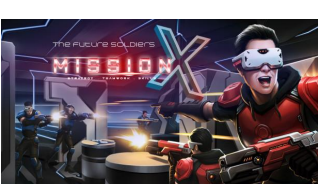
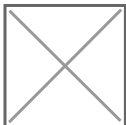


It's best to browse the table in desktop or landscape version of the phone.

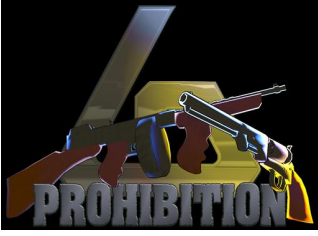
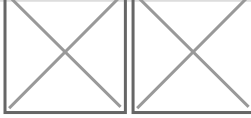


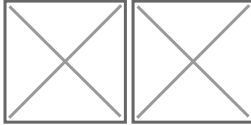

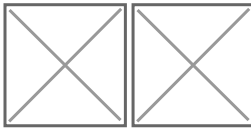

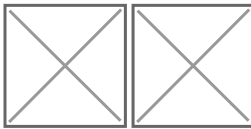

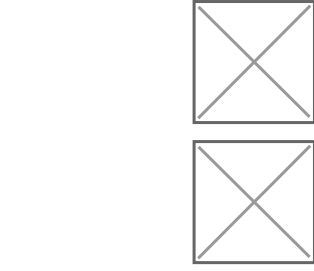

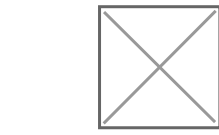

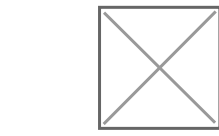
If you do not see a game you play on this list or the mods list above in important links, there is a backwards compatibility tool specifically for SteamVR/OpenVR. Otherwise, hit up the devs of the game in question and request they add support.




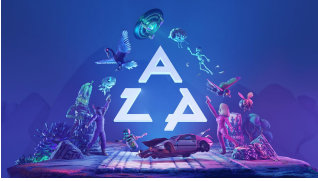
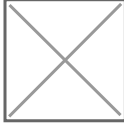
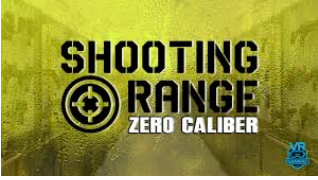
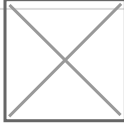

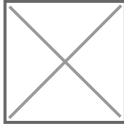



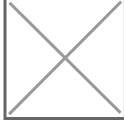


NOTE: All Quest games work on Quest 2, Pro, 3, and 3S unless otherwise explicitly stated.

Meta Quest titles


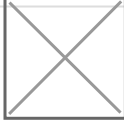

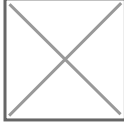
Titles name and link to shop	Recommended device	Information
		
	  	
	 	Enable in Profile, Guns Quest 3 & 3S exclusive mixed reality title, not compatible with Quest 2 or Pro


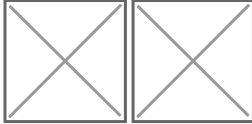

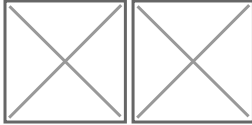



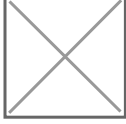



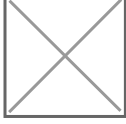

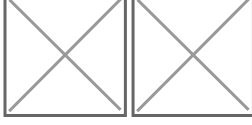

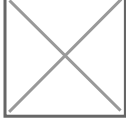

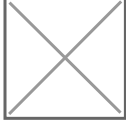
	<p><u>Cactus Cowboy 3 Fully Loaded</u></p>		<p>FREE GAME!!! Enable in options</p>
	<p><u>Clay Hunt VR</u></p>		
	<p><u>Crisis Brigade 2 reloaded</u></p>		
	<p><u>Gambit!</u></p>		
	<p><u>GUNS DEMO</u></p>		
	<p><u>Larcenauts</u></p>		
	<p><u>Mission X Arena</u></p>		<p>LBVR Arcade</p>
	<p><u>Onward</u>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




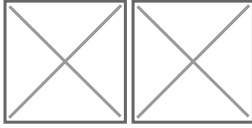

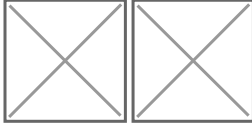

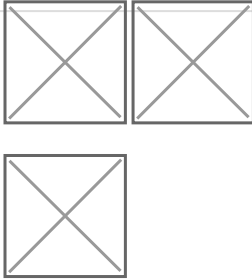



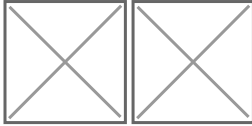

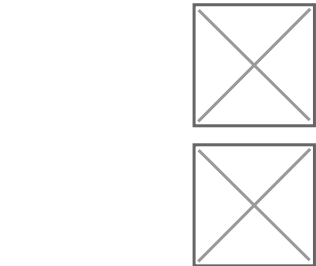

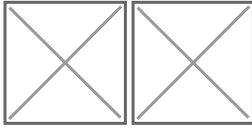
	<u>ProHibition (SideQuest)</u>	 	ProTubeVR's SideQuest demo
	<u>Shock Troops</u>		
	<u>Sniper Elite VR</u>		Enable in Settings>Controls page 2
	<u>Sniper Elite VR: Winter Warrior</u>		
	<u>Space Pirate Trainer DX</u>		
	<u>Sweet Surrender VR</u>		Enable in Settings>Vibrations
	<u>VR Practical Shooting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


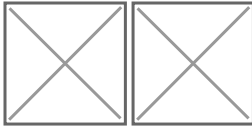





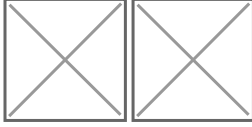



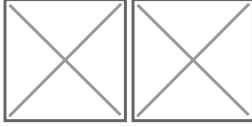



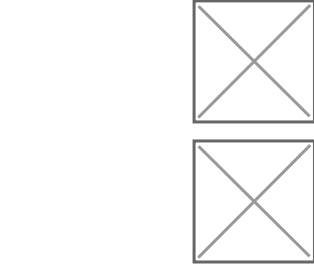

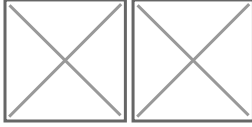
	<u>Warchasm</u>	 	Choose L/R in settings
	<u>ZAP</u>		Enable in menu
	<u>Zero Caliber: Shooting Range</u>	  	FREE GAME!!! Enable ProTubeVR in settings under haptics; choose L/R in settings
	<u>Zero Caliber 2</u>	  	Enable ProTubeVR in settings under haptics; choose L/R in settings
	<u>Zombie Army VR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

SteamVR titles

Titles name and link to shop	Recommended device	Information
	  	

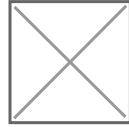
	<u>Cactus Cowboy 3 Fully Loaded</u>		FREE GAME!!! Enable in options
	<u>Cactus Cowboy - Desert Warfare</u>		
	<u>Contractors</u>		No haptic with handguns
	<u>Crisis Brigade 2 reloaded</u>		
	<u>Dead Second</u>		For double wielding ProVolvers, swipe L/R channels in settings
	<u>Gambit!</u>		
	<u>Gun Club VR</u>		
	<u>Half-Life 2: VR Mod</u>		
	<u>Half-life 2: VR Mod - Episode One</u>		

	<p><u>Half-life 2: VR Mod - Episode Two</u></p>		
	<p><u>Honor and Duty: D-Day</u></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>
	<p><u>Sweet Surrender VR</u></p>		<p>Enable in Settings>Vibrations</p>
	<p><u>Tales of Glory 2 - Retaliation</u></p>		
	<p><u>Vertigo 2</u></p>		<p>Choose L/R hand in gameplay settings before playing</p>
	<p><u>Virtual Battlegrounds</u></p>		
	<p><u>Virtual Hunter</u></p>		
	<p><u>Warchasm</u></p>		<p>Choose L/R in settings</p>
	<p><u>War Dust VR: 32v32 Battlefields</u></p>		



[Zombie Army VR](#)



Meta Rift titles (PC)

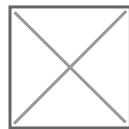
Titles name and link to shop

Recommended device

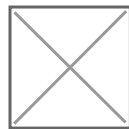
Information



[Contractors](#)



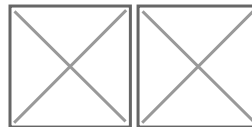
[Onward](#)



Enable in Settings>Haptics



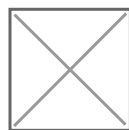
[Sniper Elite VR](#)



Enable in Settings>Control page 2



[Zombie Army VR](#)




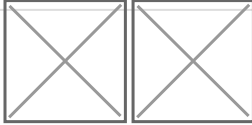



Pico titles

Titles name and link to shop

Recommended device

Information

	Contractors		
	Larcenauts	 	


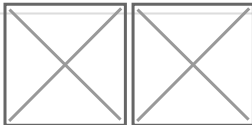
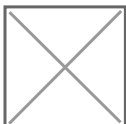

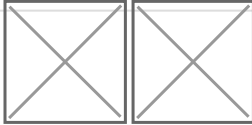

List of haptic mods (PC)


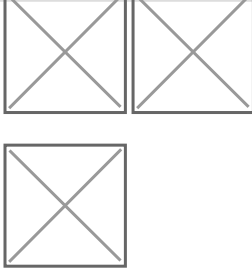

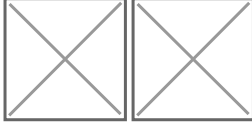


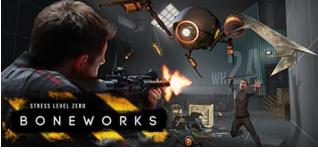
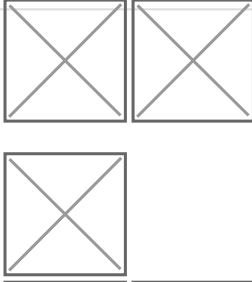

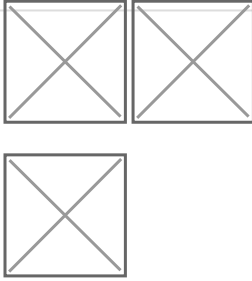

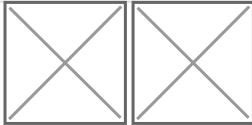
Here you will find all the mods currently available that add native support for our haptic products (ForceTube and/or ProVolver) to games that don't already have it. Instructions on how to set up each mod should be available within each link. **All of these mods are PC only.**


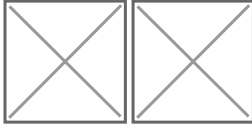

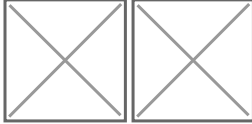

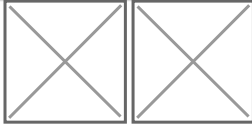



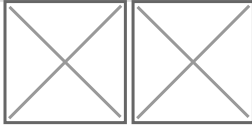
A big thank you to the modders who have decided to add our plugin to their mods.

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.





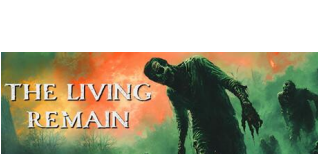
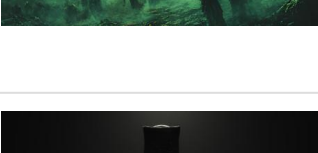

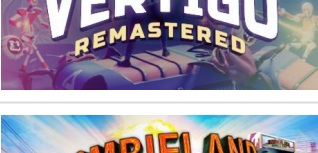
NOTE: Unless stated otherwise directly within the download page, each mod supports 2x haptic devices. This will either be left/right hand channels, or both on the same channel. It depends on the game. If you happen to own 3 ProTubeVR haptic devices, you can only have 2 of them in your PC BT device history 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
	 	
	 	

	<u>Arizona Sunshine 2</u>		
	<u>Audica</u>		
	<u>Bonelab</u>		
	<u>Boneworks</u>		
	<u>Compound</u>		
	<u>Crossfire Sierra Squad</u>		

	<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>	<input type="checkbox"/>	
	<u>Resident Evil Village</u>	<input type="checkbox"/>	
	<u>Superhot VR</u>	<input type="checkbox"/>	
	<u>The Light Brigade</u>	<input type="checkbox"/> <input type="checkbox"/>	
	<u>The Living Remain</u>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
	<u>The Walking Dead Saints & Sinners 2 Retribution</u>	<input type="checkbox"/> <input type="checkbox"/>	
	<u>Vertigo Remastered</u>	<input type="checkbox"/>	
	<u>Zombieland VR Headshot Forever</u>	<input type="checkbox"/>	

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.

Revision #12

Created 3 July 2025 13:45:41 by Sephooth

Updated 11 July 2025 10:04:08 by Sephooth