

Native Games & Mods for our Haptic Devices

- **Where can I see the full list of games that support ProTubeVR haptic devices (ForceTube Explorer, Storm, & ProVolver)?** You can find the list on our [website](#), [reddit](#), and our [discord](#). These lists are actively maintained, and anytime a new game receives support, or an existing game's support encounters an issue, we confirm the game in question and update the lists accordingly.
- **How do I find out when a new game receives support?** Follow us on social media, sign up to the newsletter, or join the discord. In our discord's ?Channels & Roles you can self role for @New Native Haptic Game Ping for Native Game announcements, and @New Haptic Mod Ping for Haptic Mod announcements.
- **How do I find out when an existing game's support encounters an issue?** Be the first to know of any issues by joining our discord. In ?Channels & Roles you can self role for @All Haptics News Ping , or the Haptic News Ping for a specific platform (i.e. Quest). In every instance when such an announcement is made, we have already notified the devs, and in the announcement provide you with all the information we know. Since we are not the devs, and not maintaining any existing game's support, **you would need to contact the devs yourselves for any further information.**
- **Will game X receive support?** Short answer is we don't know or can't say. Unless a game dev announces they are adding support, we don't announce that game X is receiving support, until support is added because of NDA, or because we just weren't informed ?. If you want to know whether or not an upcoming game will receive support, you will likely need to ask the game dev directly.
- **How does a game receive native integration?** It is up to the game developers to use our plugin (publicly available on our github for UE and Unity) to add support to their games, as well as to announce support is added. A great example of this is upcoming Zombie Army VR. In their game reveal they announced ProTube haptics support. As a player, the best way you can help your favorite game receive native integration is to contact the game devs directly and request they add it. No small number of games have support today because enough people in their community requested it be added.
- **What happens when native support breaks?** We first confirm support is broken and then inform the devs. It is up to the devs to maintain support. Once informed, we update the lists and let players know. We also share any updates from devs until it is fixed. Once fixed we confirm, update list, let players know.
- **Specifically, as the community, how should we let game devs know we want support added?** There are numerous ways you can reach out and share your request. Examples are social media by contacting them directly or making posts and tagging them, replying to existing posts they've made and asking them, in appropriate channels in their discord server (such as feedback, requests, suggestions), directly via e-mail to their listed contact information, on Steam Discussions for PC games, etc. For increased effect, ask in multiple places and at regular intervals (but not to the point of spamming or being annoying, of course). If you want your voices heard by a game dev, these are the most effective ways to go about it. When a lot of people let a game dev know through these methods, it helps send a message to the game dev that their community wants support added, and that it isn't just one or two people making a request. For live service games, devs' time and resources to work on new things is limited, and they will naturally be inclined to work on what people want, or their vision of the game. So naturally if a lot of people say they want something, it will be on their radar, and might become a higher priority for them to implement.