

Frequently Asked Questions

Get to know the ProSaber better through these frequently asked questions.

- [ProSaber FAQ](#)

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- **How do I secure my controllers?**

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1. First, wipe your controllers down to ensure maximum grip inside the cup.

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2. Second, follow this [guide](#) on how to use your controller straps to keep them secure (prompts pdf download). Even if your specific HMD isn't shown, the same concept applies.

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3. Lastly, in between songs (assuming Beat Saber) push the controllers as far into the cups as possible, so that any movement/looseness from the previous song does not increase risk of controllers falling out during the next song. If you feel like a controller is coming loose don't hesitate to pause and push it back in.

- **Do I need a mod for Beat Saber?** It is recommended to install the Mulsaber mod, and play songs with dot blocks enabled. If you don't already know how to mod Beat Saber, check [this](#) guide.

- **What games can I use the ProSaber in?** ProSaber is an all-in-one tool to simulate a double-edged sword, dual paddle, two-handed sword, spear, etc. Game examples: Beat Saber, Blade and Sorcery, Kayak VR, Whitewater VR: Extreme Kayaking Adventure.

- **How do I reduce tracking issues when using the ProSaber?** The majority of tracking issues with ProSaber use stems from running a headset with inside out tracking. This means the front of your headset needs to see the sensor rings of the controllers to know where they are and anything occluding that causes tracking issues as the software tries to guess where the controllers are while trying to find them. In short, change your posture so that the controllers are seen by the headset as much as possible. **Lastly, if using a Quest HMD disable handtracking as this is known to cause tracking issues when using VR accessories.**