

ProVolver Haptic Pistol FAQ

Get to know the ProVolver Haptic Pistol better through these frequently asked questions.

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ForceTube & ProVolver FAQ

- **How do the haptic products pair?** Using Bluetooth. BT4.0 is on the PCB.
- **What platforms are supported?** PC Windows 10 & 11, Quest 1, Quest 2, Quest Pro, Quest 3, Pico 3, Pico 4.
- **Can I use BT5.0 on PC? Or bHaptics with ForceTube & ProVolver on PC?** Our haptic products do not officially support BT5.0. They are listed as BT4.0 devices and have BT4.0 on the PCB inside. Neither bHaptics devices work with the BT4.0 dongle we provide, nor our haptic devices work with the BT5.0 dongle bHaptics provide. There are solutions to make both work together. That being said I have gone to great lengths to detail how to get our haptic devices to work with BT5.0 on PC, or/as well as with bHaptics products, information on both of which can be found [here](#) and [here](#). They will not pair with every BT5.0 transmitter, so pay close attention to what is confirmed to work by the community and how.
- **What games are supported?** Full list found in ?native-haptic-games. This list is for all platforms and always up to date. On PCVR there are also mods, which are listed in ?game-mods. In total, there are over 60 unique titles supported with more being added over time. On PCVR, there is also Companion App which enhances existing support, or allows basic kick and rumble across any SteamVR title with the backwards compatibility feature.
- **Why is Companion App SteamVR OpenVR only?** Because other API and standalone HMD security prevents necessary access for app to function as intended. Without a legal means to receive that without direct approval, there is no way to have the app available for any other platform at this time.
- **Will game X receive support?** It is up to the game developers to use our plugin to add support to their games. 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.
- **If you are a game developer:** These plugins are available for Unreal, Unity, and C++ (.dll) directly on our [github](#). If you are interested in adding integration to your project, reach out to us at business@protubevr.com.
- **What are the differences between ForceTube Explorer and Storm?** A comparison of the specs, as seen on the product page, is in a picture below. To explain in words, the Storm is bigger, heavier, has double the batteries, and can draw over double the power from them per kick (12J vs 5J). We do not list a measurement for kick strength, but the part that kicks moves over twice the distance, and feeling wise it is roughly double the kick strength. Again, we don't list a measurement for the kick strength.
- **Why can't I select controller brand X for ProVolver cup?** Not all controller brands are compatible with ProVolver. Due to some controller shapes, they simply will not work with the ProVolver, or the design to make them work is far too impractical for a good experience.
- **Can I use ProVolver on MagTube or ForceTube gunstock?** Yes! As seen in ProVolver product images, the bottom of the cup uses our Mag system and works with our gunstock no problem. You can also use 2X haptic devices in some supported games.
- **Can I set ProVolver to only kick when I fire pistols, and ForceTube to only kick when I fire rifles?** Only when the game dev allows for it, and only on PC when using Companion App. Not every supported game has kick for pistols. Not every game supports 2X devices. For games that do, you may be able to use Companion App to set the channel dev used for Pistol to only kick on ProVolver, and channel dev used for Rifle to only kick on ForceTube. YMMV (your mileage may vary).



FORCETUBE EXPLORER

Bluetooth 4

3100mAmPH (5 hours of use)

7 hours - USB-C

5 joules max

5mm

595gr

25Hz max

1



FORCETUBE STORM

Bluetooth 4

2x 3100mAmPH (6 hours of use)

7 hours - USB-C

12 joules max

10mm

730gr

25Hz max

2

Connexion

Battery

Charge (0 to 100%)

Energy drain

Kick sliding

Weight (module only)

Frequency

Rumble motors

ForceTube vs ProVolver FAQ

ForceTube vs ProVolver:

- **ForceTube or ProVolver which is better? I'm only buying one?** This depends mainly on your use case and what you want to experience. The [compatibility list](#) indicates which games have haptics in game for the handguns. If you primarily play those games, the ProVolver will provide a better experience. If you primarily play games where only rifles are supported, then naturally you will want the ForceTube. Lastly, the ProVolver has a shoulder extension optional add on. It is much easier to use the ProVolver for rifles, than it is to use the ForceTube for hand guns.
- **What are the main differences between ForceTube & ProVolver?** ForceTube Explorer 5J and ProVolver both share the same internal parts, just oriented differently. This means the kick strength, battery life, etc. are the same for both. ForceTube kicks into your shoulder at the very back of the module where it touches your shoulder. It freely kicks regardless of whether or not you hold it up against your body. It replaces the shoulder stock of any of our products. The ProVolver kicks to simulate a hand gun rail slider. So the location of the kick, and therefore origin of the kick, is different between the two devices. The ProVolver uses a special cup, to simulate holding a handgun. Since the ForceTube and ProVolver are similar in weight, the ProVolver **will naturally feel heavier** because of how it is held and where the weight is located.
- **Can I use ForceTube for hand guns in game?** You can but it will not be a good experience. The ForceTube module replaces the shoulder stock on any of our products, and will always be intended to rest against your shoulder for use. This means you will always essentially be holding a rifle or SMG, because you are holding the full gunstock, when using it for hand guns. If you want to use it this way you can, but it is not the best experience.
- **How good is the ProVolver for rifles or SMGs?** When using the [shoulder stock extension](#) and [front extension](#) (change HMD on page) can do a better job as a rifle or SMG, than the ForceTube can as a hand gun. Keep in mind that the kick in the ProVolver is located in the slider. This may not be as immersive for rifles or SMGs as the ForceTube, which kicks directly against your shoulder. Lastly, keep in mind you can add a ForceTube to the shoulder extension add on of the ProVolver. Some games support using both devices to kick for same weapon in game, which we call ProTommy. Again refer to the [compatibility list](#) for a list of supported titles.

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.