

# 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](mailto: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

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