

Starter CQB

Gunstock

All documentation pertaining to our Starter CQB Gunstock including FAQ, Quick Start Guide, and Tutorials.

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Frequently Asked Questions

Get to know the Starter CQB Gunstock better through these frequently asked questions.

Starter CQB Gunstock FAQ

- **Starter vs. MagTube which to get?** The Starter is a cheaper alternative to the MagTube. Intended for people who don't want to spend a bunch of money but still want some stock stability, as well as specifically designed with E-sports in mind! The Starter becomes pretty handy in fast paced action such as Pavlov or close range firefights, while the MagTube suits medium to long range combat. If you want the mobility of free hand but the stability of a gun stock **this is for you.**
- **Why is one of the cups bolted onto the Starter?** Primarily for safety. The tube is short, and the intended use is to leave the primary hand on the tube at all times. Due to the small nature of the Starter it does not interfere with world interactions whatsoever, and if one were to make both cups magnetic, it would pose the risk of the tube flying off. You can of course upgrade to magnetic should you wish, but it isn't an option directly on the Starter itself. Refer to how to upgrade the Starter to a MagTube below for more info.
- **Carbon vs Chrome tube which is better?** Carbon tubes are lighter, more durable, and non-reflective. Chrome tubes are heavier, sturdy, and reflective. If you have an HMD that has poor tracking with reflective surfaces (such as Valve Index), consider Carbon or cover your Chrome tube. **Carbon is ~112g lighter**
- **Carbon vs other cups which is better?** The carbon cups use a carbon filament and the other cups use PLA filament. The carbon cups are lighter and more durable. Additionally they have a slightly more 'grippy' feel to them compared to PLA which feel 'smoother'.
- **Should I get the ProStraps?** While only available for certain HMDs, they are highly recommended for the added comfort they offer. Ordering them this way also likely means **they will come pre-installed.**
- **Should I get the Shoulder Stock Extension?** The shoulder stock adds increased stability, and adds a 1 point sling, offering usage very similar to the MagTube.
- **How do I install the Shoulder Stock Extension?** Follow this [video guide](#).
- **What are the differences between MK1 static and MK2 adjustable?** The MK1 is the original stock design we have used and refined since the beginning. The Mk2 is a new design that allows for height adjustment, and additional cheek weld comfort. With the new design, users have even more adjustability for the perfect alignment. Especially useful for inside out tracking HMDs such as Quest 3 where it is important for the HMD to see the controllers at all times.
- **One of the mounts on the Starter is smooth, is this on purpose?** Yes. The trigger hand supports most of the gunstock's weight. A notched retainer keeps it locked in place when tightened to avoid involuntary changes of angle. The spacing of the notches still allows for a good amount of adjustment. The supporting hand magnet retainer is smooth to allow finer adjustment on the fly. Think of a clock. If the notched magnet retainer can adjust in hours, the smooth one can adjust in seconds. If you want both controllers on notched magnet retainers, you can buy a second one [here](#) (select notched).
- **Can I upgrade the fixed/fastened trigger hand mount to be magnetic?** Yes! Buy [this](#) product, then follow [this](#) video.

Quick Start Guide

Just got your Starter CQB Gunstock? Read this to learn how to use it like a pro in no time. This basic guide is intended to provide first time owners with the immediate necessary information to go from unboxing to using in game.

Getting Started

Getting Started (no ProStraps):

1. After unboxing, the first thing you need to do is get the mag cup. The mag cup will be in its own bubble wrap bag, or already on the Starter depending on the controller brand you ordered. If already on the Starter, you can grab the cup firmly, and remove by using a doorknob twist motion. **Please note: only the left cup is magnetic.**
2. On each cup will be writing to indicate if it is for the left or right controller. Underneath the left cup, where you see the magnet, you might also see some more writing indicating which brand the cups are for (i.e. Quest 2).
3. Before putting your controllers into the cups, it is suggested to wipe down the part of the controllers that will go inside. This is to ensure optimal friction so they do not slide out easily. Next, observe the small hole in the cup. This is intended for feeding the wrist strap through, and should be facing you, or away from the trigger button on the controller. The magnet on the bottom of the left cup should be angled towards the right.
4. To install, simply start with the wrist strap and feed it through the small hole. Then push the controller into the cup until it cannot go any further. Use of excessive force is not required as it should easily go in until it hits friction, and then with a little bit of force you should be able to continue pushing in until it won't go any further. That is the point at which you should stop and it is considered installed in the cup. **Please note: if you are using Index or PSVR 2, we have videos in Website tutorials under Cup.**

Getting Started (with ProStraps):

1. All steps above apply. **Before** putting controllers into the cups you will need to install the ProStraps as shown in our [tutorials](#). Depending on your controller brand, and the state in which they were received (pre-installed vs separately) what you do may vary. But essentially, you need the bottom to be on the cup, and the top to either be connected to an insert you put inside your controller's battery cover (ProStraps Grips), or inside the cup itself (ProStraps GRips MK2 Flex for controller holder).
2. Please note for the right cup you are still replacing the nut with the ProStrap metal mounting, but instead of removing the magnet you are removing the bolt.
3. Once the ProStraps are correctly installed, you follow step 4 above.

Setting up the Starter

1. Once out of the bubble wrap inspect your Starter. If you want to use it left handed, now is the time to swap hands following this [video](#).
2. If you ordered the Starter - Stock Upgrade now is the time to install it following this [tutorial](#) (prompts download).
3. If you ordered the Static Stock MK2 upgrade for the Starter - Stock Upgrade now is the time to install it following this [video](#).
4. If you ordered a sling, now is the time to install it. Inspect your Starter - Stock Upgrade. Protruding from the connector connecting the tube to the shoulder stock you will see a rubber ring intended as a sling mounting point.
5. You may put the controller into the fixed cup and the controller in the mag cup onto the Starter. It is now ready for use!

Using Your Starter for the First Time

1. The first thing you will need to do is adjust/align your Starter so that you can see through the sights on firearms. This [video](#) by community member ragesaq is perfect to follow along. While the video is intended for MagTube alignment, the methodology and philosophy behind the approach still applies, particularly if you have the Starter - Stock Upgrade.
2. By default you can adjust how close or far apart the controllers are from each other, as well as adjust the angle. Additionally, if you have the Starter - Stock Upgrade you have two connector joints of adjustment to work with.
3. For pump action shotguns there are multiple ways to pump rounds. One popular method is to loosen the supporting hand controller mount enough so it can freely move forward and backward along its axis (not to be confused with loosening the entire bracket on the tube) but tight enough as desired by preference. Then simply rock the controller back and forth to pump.
4. Once you follow the video practice makes perfect! It may take some time to get the adjustments and alignment dialed in to suit your preferences. It will also take some time to get used to detaching and reattaching the controller to the Starter, and to reload firearms, etc. For additional tips, and community shared advice, head over to our [Discord](#).

Important information for Meta Quest (any model) users

1. Being inside out tracking, the sensors on both controllers need to be visible by the headset to maintain optimal tracking. You will want to keep this in mind when setting up your gunstock to align to guns in games.
2. On newer models that have hand tracking, you will want to make sure hand tracking is disabled when gunstock is in use. The hand tracking gets confused, and tries to engage, causing tracking issues. This also applies when using a Meta Quest on PC.

Basic troubleshooting & tips

1. If the Starter feels wobbly or 'loose', tighten the various joints using the larger of the 2 allen keys provided.
2. You can save yourself some effort when changing setup for different games by taking pictures of what works in a particular game before changing it, to make it easier to go back to later on.
3. If you are trying to figure out how to use your sling, there are countless video guides on YouTube for airsoft, and actual firearms that translate perfectly to Starter use.
4. Much more information is provided in the links shared at the very start of this guide. I did not cover any of that information here.

Tutorials

All the tutorials traditionally found on our website, pertaining to the Starter CQB Gunstock in alphabetical order

Tutorials

YouTube Videos

https://www.youtube.com/embed/v-OPal_L_9o?si=gUCG3IKzK0kyAV3R

<https://www.youtube.com/embed/JqMz-i5TAP4?si=jWOQLiegIsW7OXsO>

https://www.youtube.com/embed/R7SYyDTQNfs?si=c2whzj_BjHr9P6-

https://www.youtube.com/embed/yX5ITCMh_3Y?si=DB4Xc4cegNq47uCY

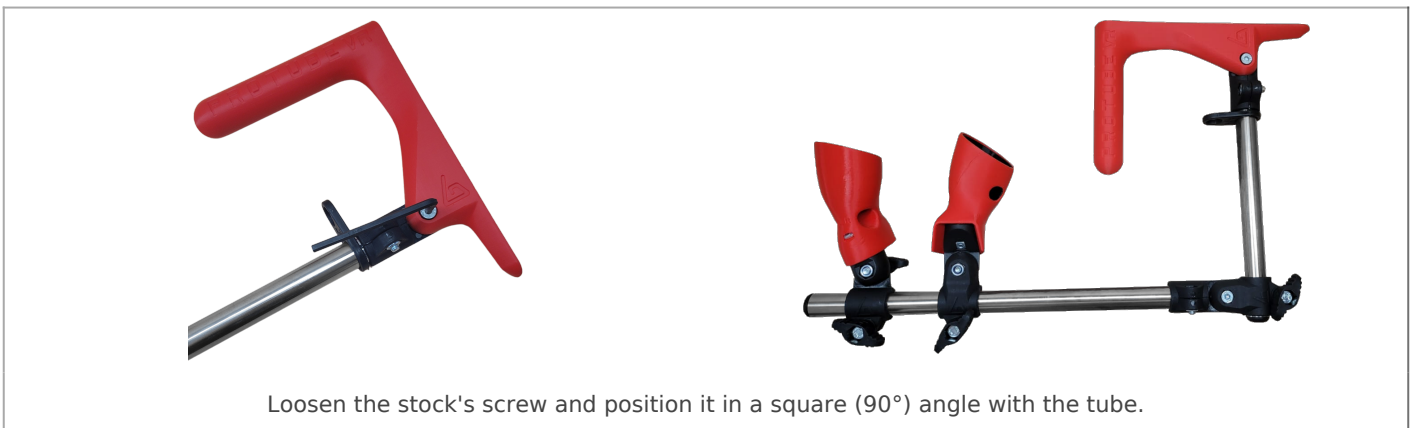
Starter Shoulder Extension Upgrade EN

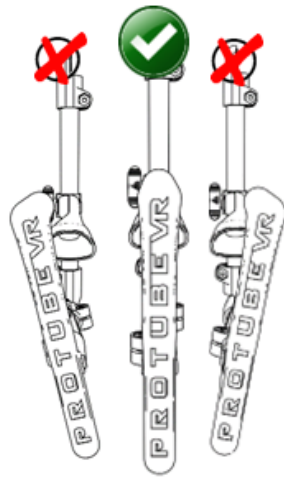
The Cross-Starter allows you to enhance your Pro/Mag-Starter and increase your comfort while playing, and improve your in-game aim even more precisely than the classic Starter CQB.

🕒 Upgrading to the Cross-Starter should take you 5 minutes.

For video setup, [you can check our YouTube tutorial Playlists.](#)

Make sure you work in a clear area and be very careful, some parts can be easily lost.





Adjust the tube with the top of the stock and tighten the screw (arrowed in 3rd picture).



You can adjust the rear tube and stock to fit your gameplay, and attach the sling.
We recommend having the cheek rest parallel to the Starter's tube, but it's up to you
Enjoy!

Starter Switch Side instructions EN

Here is how to switch the laterality of your Starter CQB.

🕒 This process should take 10 minutes.

For video setup, [you can check our YouTube tutorial Playlists.](#)

This tutorial shows right-handed to left-handed. Left-handed to right-handed use the same steps, you will just need to follow them in mirror.

Make sure you work in a clear area and be very careful. Some parts can easily be lost.

STEP 1: FASTENED TO MAGNETIC CUP



Remove the fastened cup using the bigger Allen key, and detach the magnetic cup.
Keep all parts, you will need them to assemble the cup back.



Exchange the position of both connections.
The butterfly screws must be on the same side.



Unscrew the black support on the fastened cup using the medium Allen key.
Be careful not to lose the square nut on the back of the cup.



Remove the magnet from the cup using the smaller Allen key, and screw it to the other cup.
Be careful not to lose the square nut here too.



You now have your magnetic cup for the other hand.

STEP 2: MAGNETIC TO FASTENED CUP



You removed the magnet on the previous step. Screw the black support back on the cup that has no magnet.
Take care not to lose the square nut.



Put the screw with the O-ring back on the black support.



Place the notched washer on the screw.



Slot them in the T-connection.

Place the second O-ring in the hole,
around the screw.

Place the hex nut. Screw them all
together.



Now you can attach the magnetic cup back.

And there you have your left-handed Starter CQB.