VRGo

STEAM VR
DRIVER SETUP

Last updated:March 2019

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For Oculus Rift, HTC Vive and Windows Mixed Reality head mounted displays

VRGO offer a configurable dashboard and driver for Windows and SteamVR. When the dashboard/driver is running the VRGO will automatically be recognised as a native controller within SteamVR. It will work with the HTC Vive, Oculus Rift and all Windows MR head mounted displays.

Setting up the SteamVR driver:

1.Make sure the VRGO is connected via Bluetooth to the PC with either the blue or purple button light (gamepad mode).

2. Download and install VRGO dashboard and driver
https://drive.google.com/file/d/1Ze7APgqsvTCaNF7idZNhds1svlmXnBUz/view?usp=sharing

3. A icon will appear on the desktop (and applications) when the driver is installed. Open application and check the device is connected by moving the VRGO. (Please note the VRGO Dashboard must be running for the VRGO to function within SteamVR)
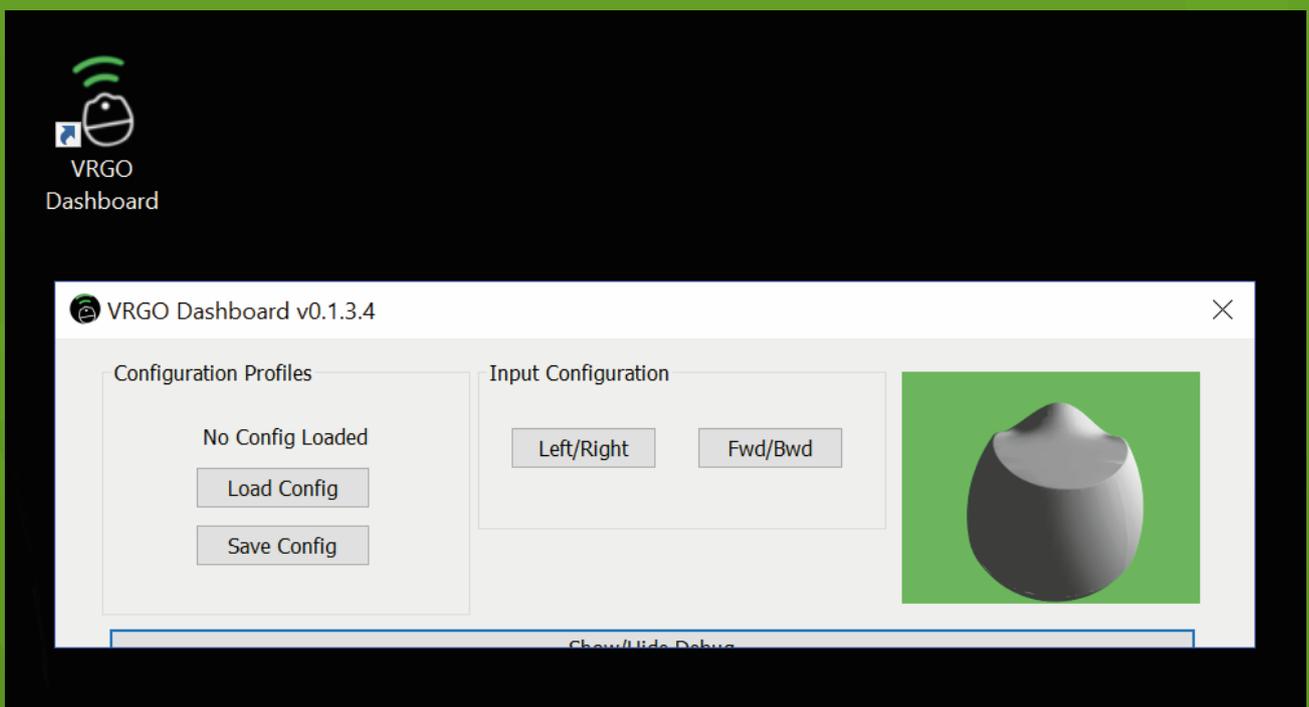
4. Input configuration allows the user to change both the sensitivity and deadzone of the VRGO. The user can adjust both tllt forward and backwards, and left and right. Input configuration can done at any time, including while playing the game.

5. The user can save their configuration and for loading at a later date
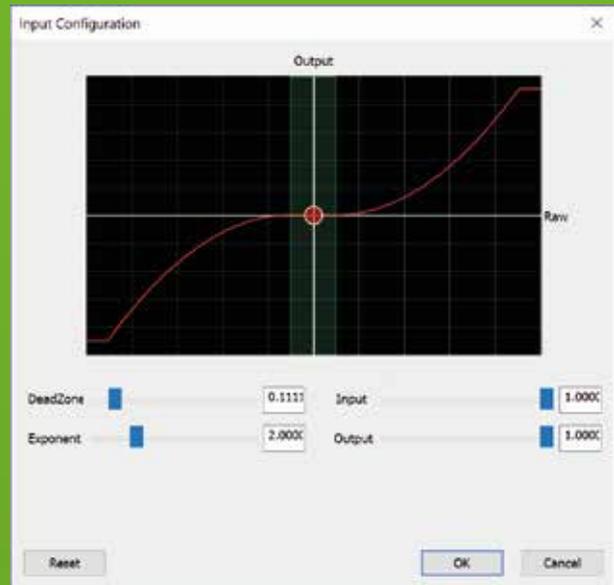
Deadzone - Increases/decreases how much you have to tilt before the input starts
Exponant - Smooths the input if you increase

Input - Increasing will activate input sooner
Output - Decreases/increases the available input (usually leave on 1.0)

6. Open SteamVR. You should see the VRGO icon telling you the device is connected. (Please note both touch/wand controllers must be connected)

7. To change VRGO binding options open the drop down menu from the SteamVR desktop application and select devices>controller input binding. This can be done in VR while wearing the HMD also.

8.Choose which application you would like to bind the VRGO controller to

9. Choose the current controller as VRGO. Current Bindings are set by default to the left thumbstick/trackpad as a joystick.

10. You can edit the bindings to match the locomotion control method if the Legacy Defaults to not match. Community bindings should be the appropriate binding for the game. Windows MR controllers might need to be re-bound due to having multiple thumbsticks.

If you have any problems binding to a game please contact us on support@vrgochair.com