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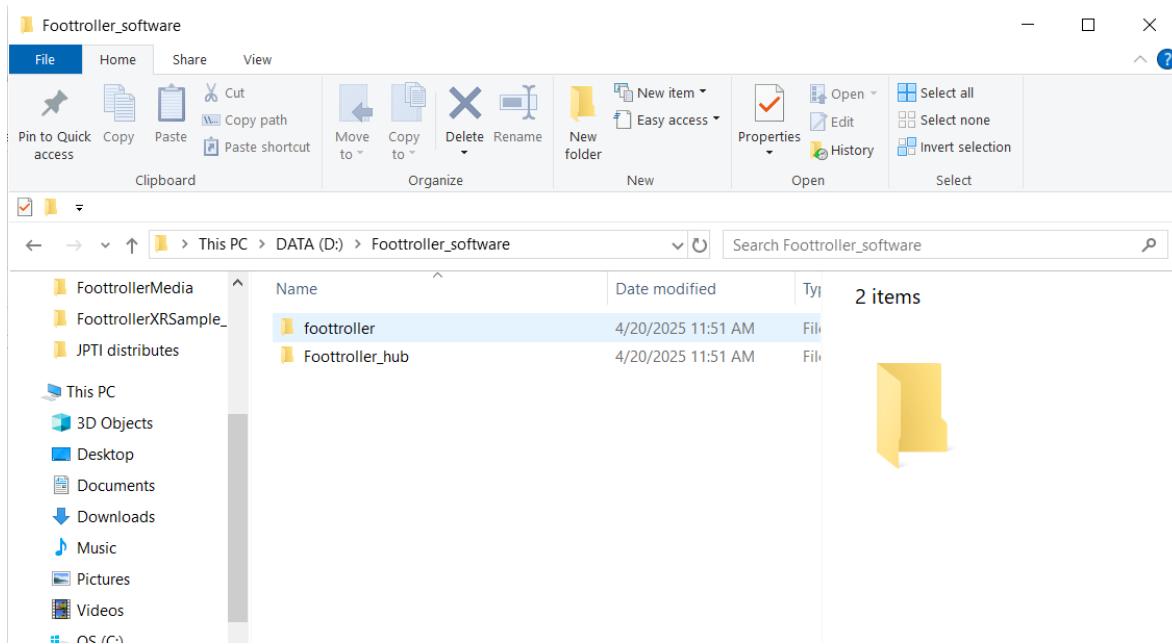
Foottroller SteamVR setup:

Step 1. Download Foottroller software for Windows PC

Please copy the following url to your web browser to download.

https://www.foottroller.com/_files/archives/f5035d_6948ca91edc84c18948bc5a1324b4445.rar?dn=Foottroller_software.rar

As shown in the Figure below, the package contains two folders. The “foottroller” fold is the Foottroller driver for steamVR. The Foottroller_hub folder has the VR Foottroler hub application for Windows PC.



Step 2. Copy the Foottoller folder to SteamVR Driver directory

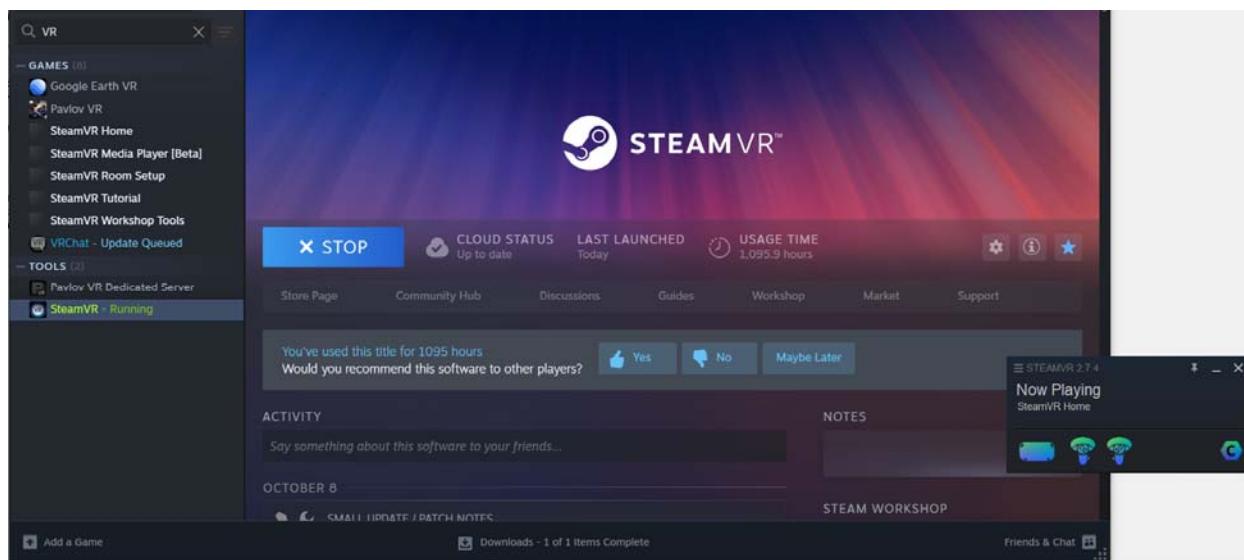
Locate Steam installation directory and copy the SteamVR driver foottroller folder to folder /Steam/steamapps/common/SteamVR/drivers.

Program Files (x86) > Steam > steamapps > common > SteamVR > drivers

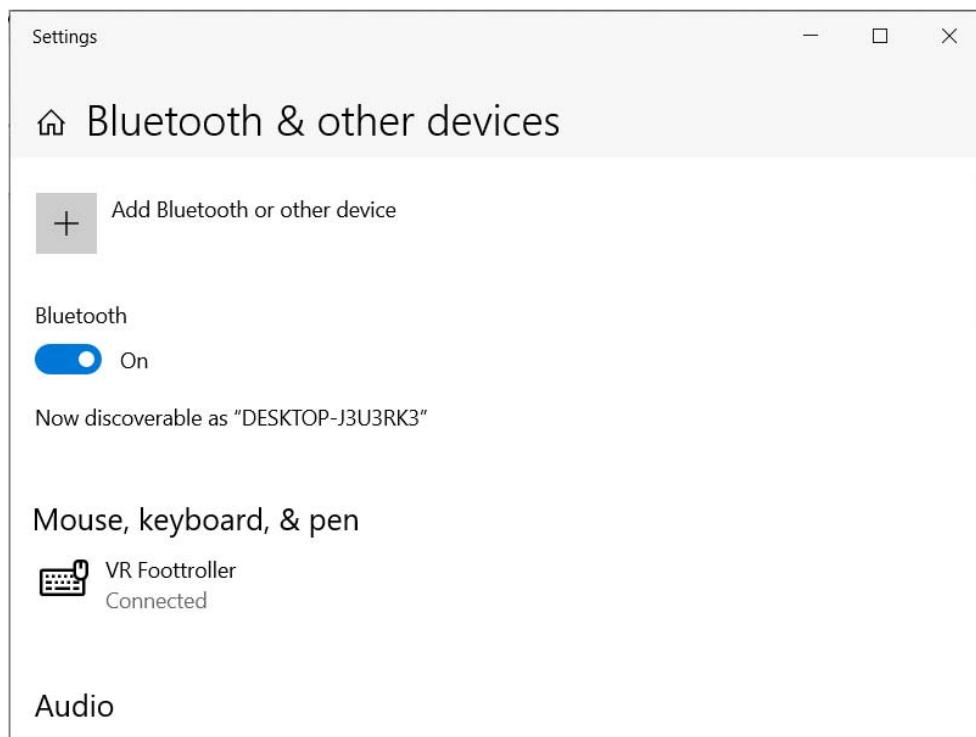
Name	Date modified	Type
foottroller	12/13/2021 11:48 AM	File folder
gamepad	8/7/2021 9:44 AM	File folder
htc	8/7/2021 9:44 AM	File folder
indexcontroller	8/7/2021 9:44 AM	File folder
indexhmd	8/7/2021 9:44 AM	File folder
lighthouse	8/7/2021 9:44 AM	File folder
null	10/30/2021 4:18 PM	File folder
oculus	8/7/2021 9:44 AM	File folder
oculus_legacy	8/7/2021 9:44 AM	File folder
tundra_labs	10/30/2021 4:18 PM	File folder
vrlink	8/29/2024 7:32 PM	File folder

Step 3. Run SteamVR.

Foottroller driver “C” icon will show in the steamVR device list indicating the driver has been loaded

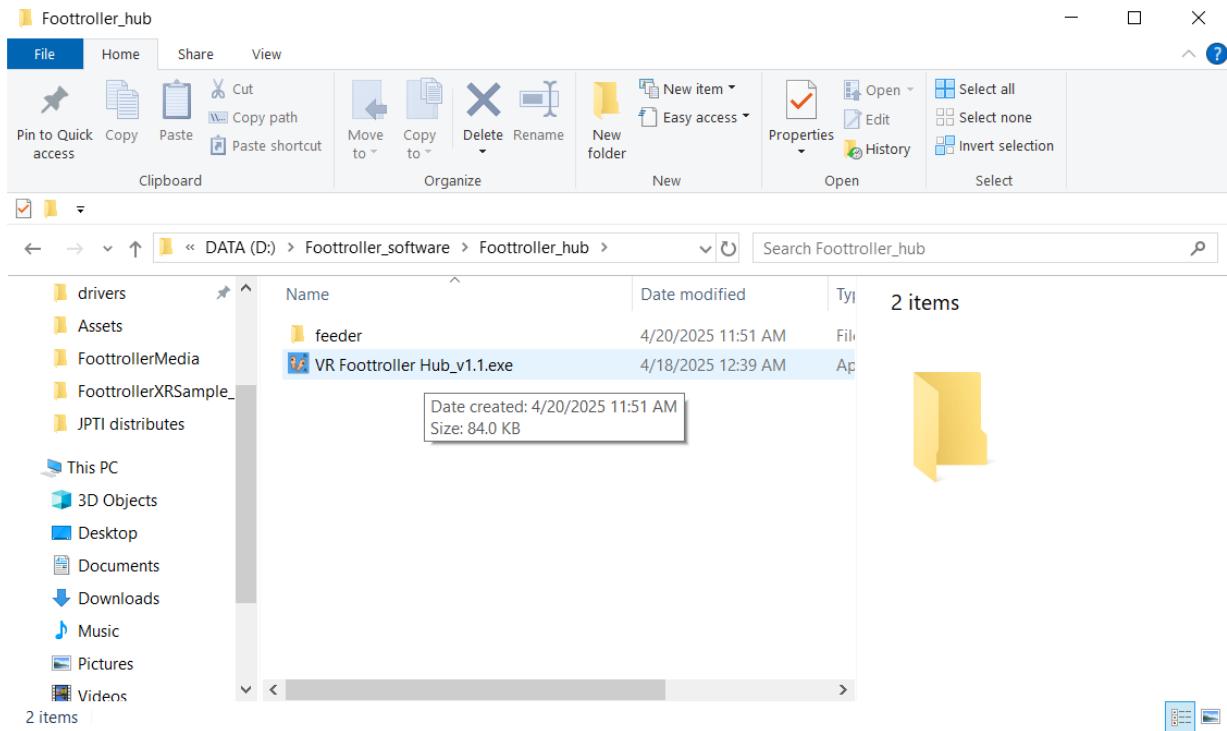


Step 4. Connect the Foottroller control box to the windows PC

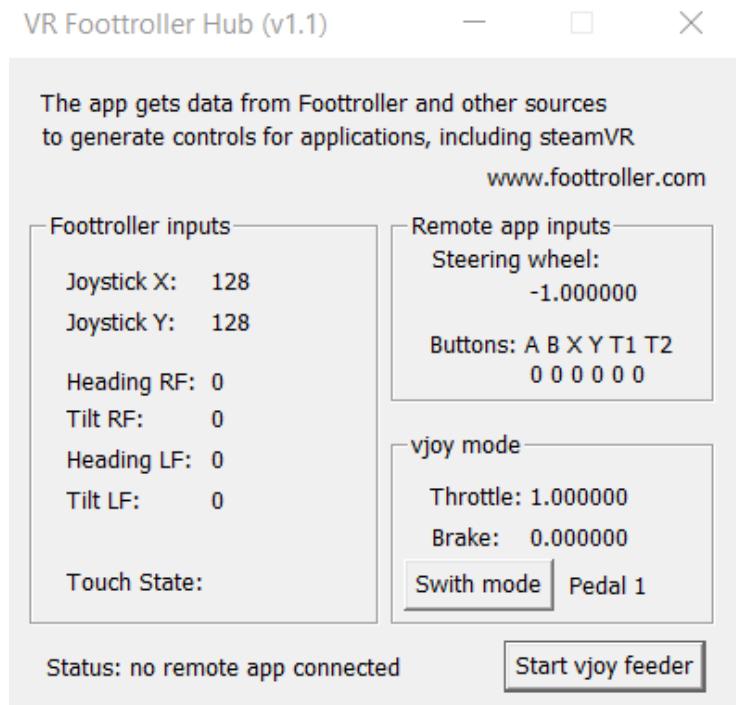


Step 5. Run the VR Foottroller Hub software

(Note that Step 5 need to be done after Step 4)



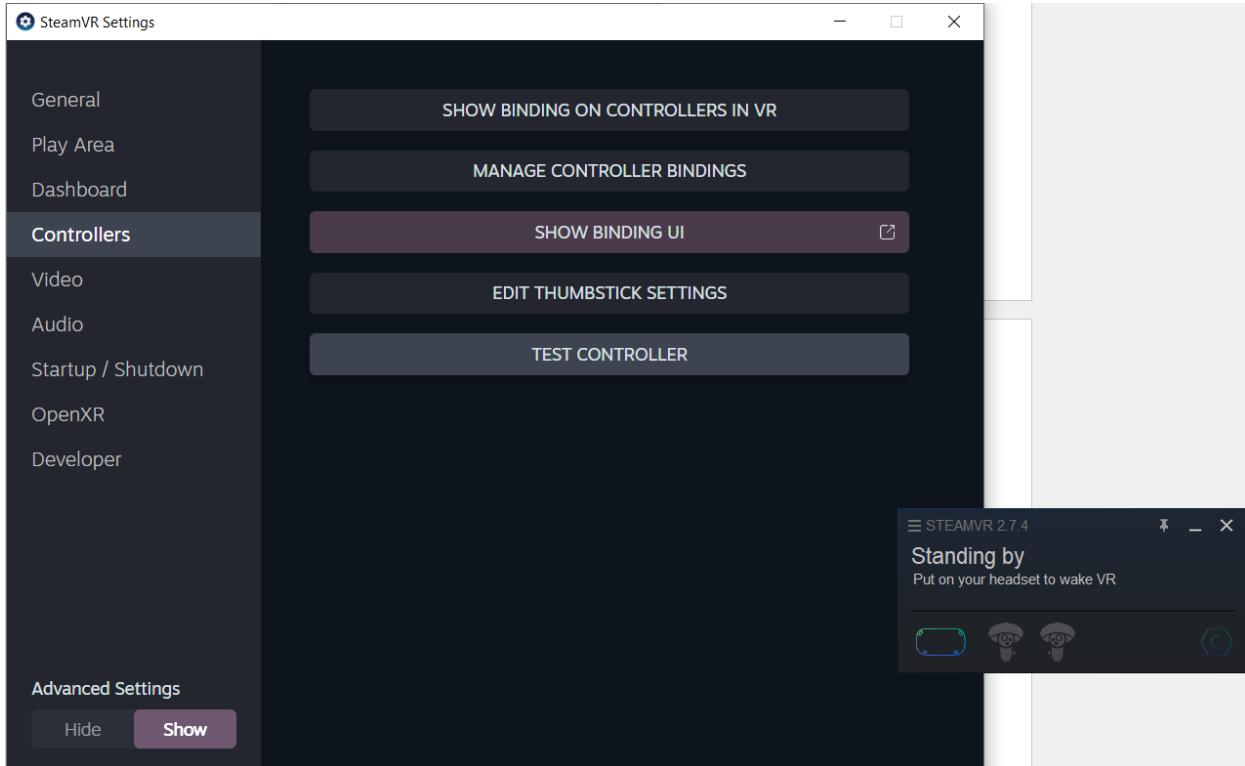
Note: Windows may give warnings and stop the program “VR Footroller Hub.exe” from running. Please ignore the warning and configure anti-virus software as needed to allow the program to run.



Step 6. Test Foottroller function in steamVR

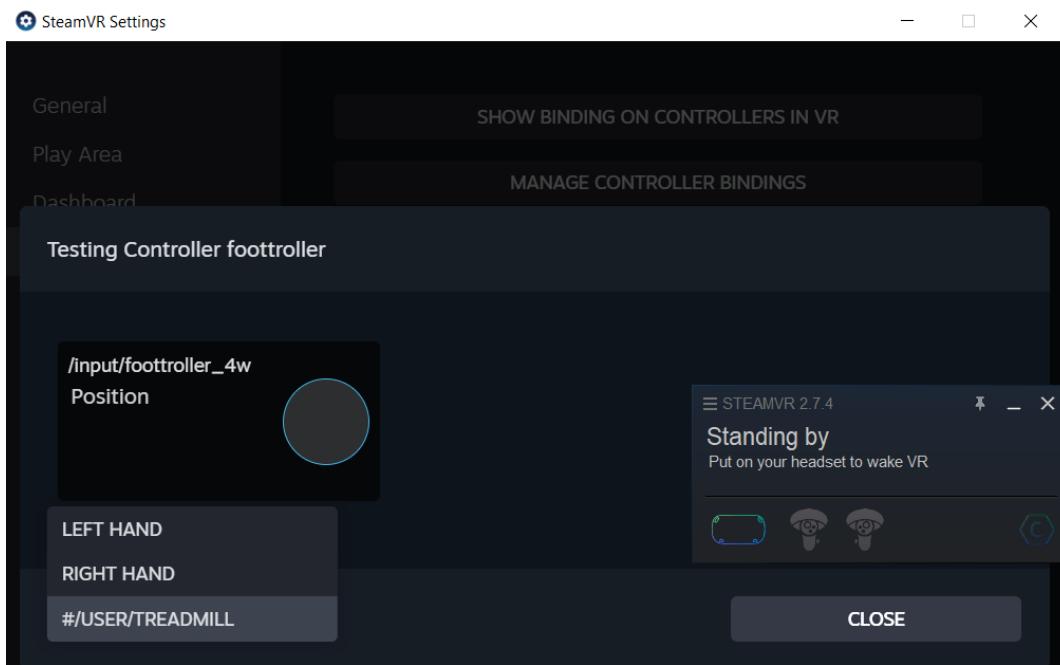
Connect power with USB C cables to the Foottroller, and you can use four-way movement control to test the SteamVR driver functions.

Go to SteamVR setting and choose “TEST CONTROLLER”



Choose “#/USER/TREADMILL” to test the Foottroller, which is identified as a joystick with id “/input/foottroller_4w” in SteamVR.

Wear Foottroller and use four-way movement control to test the joystick input



Step 7 Configure Foottroller driver for SteamVR game control.

To control SteamVR games with Foottroller, the Foottroller input “/input/foottroller_4w” needs to be bond with the game movement controls.

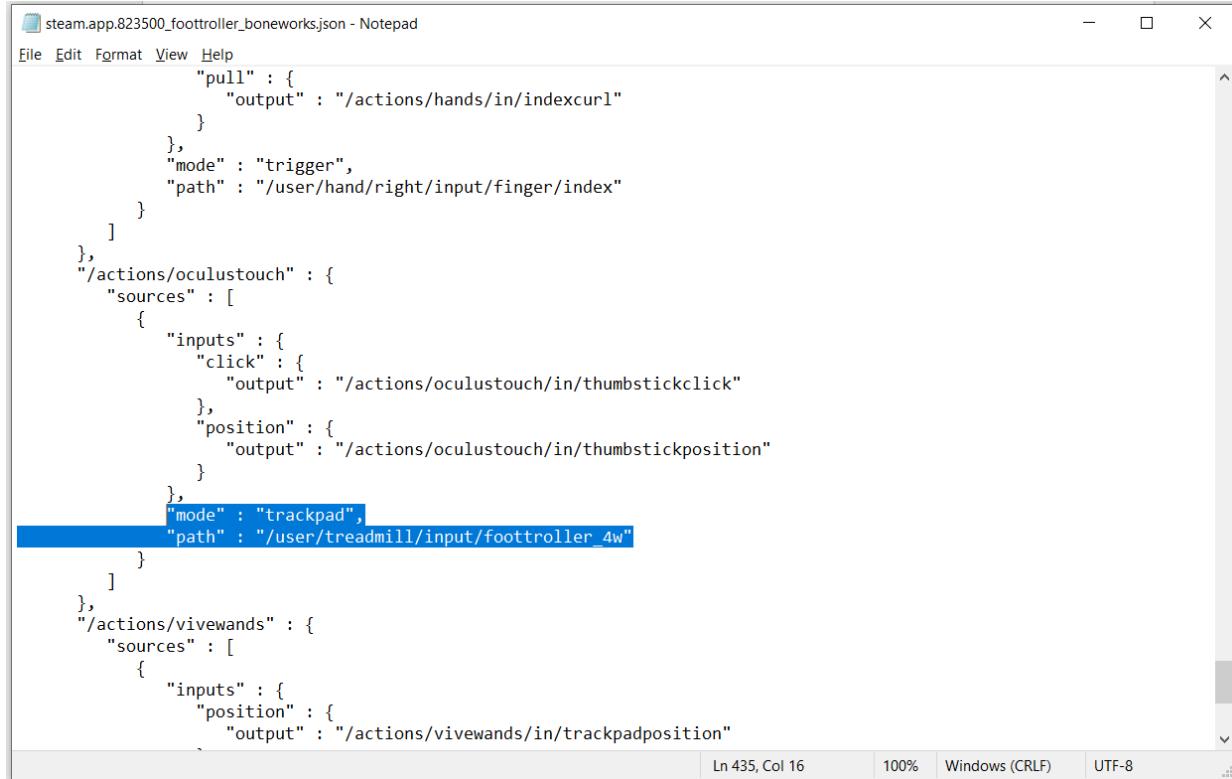
This is done by the control binding Json files in the following driver folder
 /foottroller/resources/input

Each SteamVR game has its own Json file identified by its name and steam app id

Program Files (x86) > Steam > steamapps > common > SteamVR > drivers > foottroller > resources > input				
Name	Date modified	Type	Size	
controller_profile.json	10/6/2024 5:57 PM	JSON File	2 KB	
legacy_bindings_foottroller.json	10/7/2021 3:06 PM	JSON File	1 KB	
steam.app.275850_foottroller_nomansky.json	10/7/2021 3:18 PM	JSON File	1 KB	
steam.app.496240_foottroller_onward.json	10/7/2021 3:08 PM	JSON File	2 KB	
steam.app.555160_foottroller_pavlow.json	10/7/2021 3:09 PM	JSON File	2 KB	
steam.app.823500_foottroller_boneworks.json	10/7/2021 3:12 PM	JSON File	15 KB	
steam.app.1403370_foottroller_zenithmmo.json	2/13/2022 8:58 PM	JSON File	6 KB	

As shown in the example below, the highlighted part of the Json file binds bind the Foottroller SteamVR input “/user/treadmill/input/foottroller_4w” to

“/actions/oculustouch/in/thumbstickposition” which is used for movement control when oculustouch controller is used to control the game.



```
steam.app.823500_footroller_boneworks.json - Notepad
File Edit Format View Help
    "pull" : {
        "output" : "/actions/hands/in/indexcurl"
    },
    "mode" : "trigger",
    "path" : "/user/hand/right/input/finger/index"
}
],
"/actions/oculustouch" : {
    "sources" : [
        {
            "inputs" : {
                "click" : {
                    "output" : "/actions/oculustouch/in/thumbstickclick"
                },
                "position" : {
                    "output" : "/actions/oculustouch/in/thumbstickposition"
                }
            },
            "mode" : "trackpad",
            "path" : "/user/treadmill/input/footroller_4w"
        }
    ],
"/actions/vivewands" : {
    "sources" : [
        {
            "inputs" : {
                "position" : {
                    "output" : "/actions/vivewands/in/trackpadposition"
                }
            }
        }
    ]
}
Ln 435, Col 16 100% Windows (CRLF) UTF-8
```

For different games, and controller types (oculus touch, vive, etc.) being used, the configuration needs to be changed accordingly. Feel free to contact support@jptiinc.com for support.

After step 7, you can now start the SteamVR game and use Foottroller to control the movement in the game.

The configuration steps only need to be done once.

Setup reference videos:

<https://youtu.be/4g5yWZRcpxg?si=Xj8MecZiyFnsljr2>

<https://youtu.be/e1lUnKdkW0I?si=kPR9yO0C6Knsgm80>

www.foottroller.com