Contents
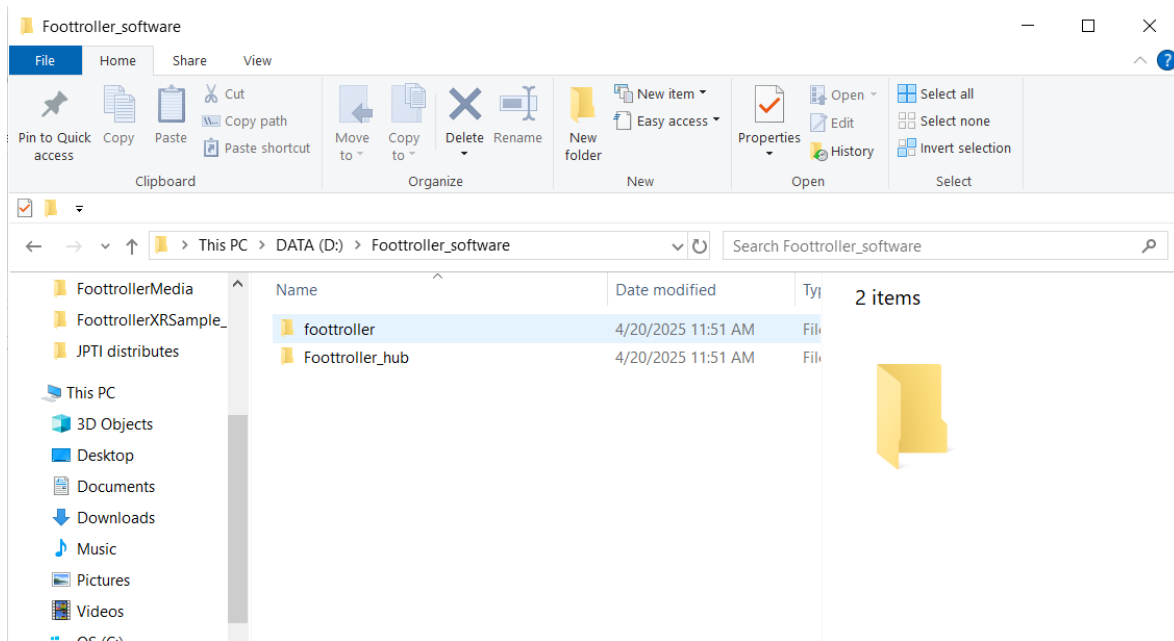
Foottroller SteamVR setup:

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.

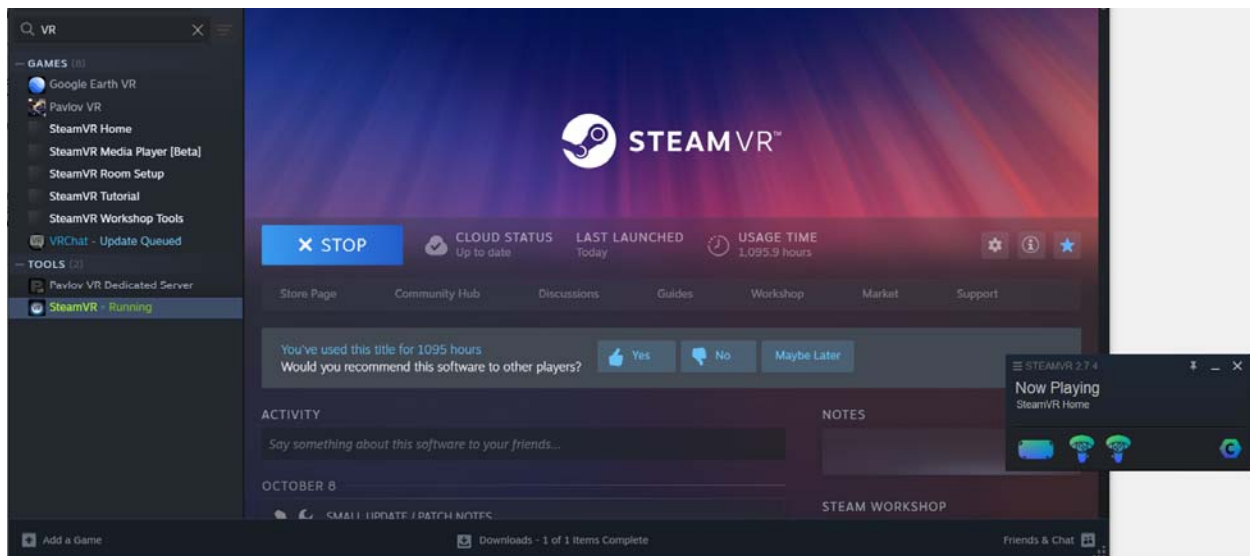## *Step 2. Copy the Foottoller folder to SteamVR Driver directory*

Locate Steam installation directory and copy the SteamVR driver foottroller folder to folder /Steam/steamapps/common/SteamVR/drivers.
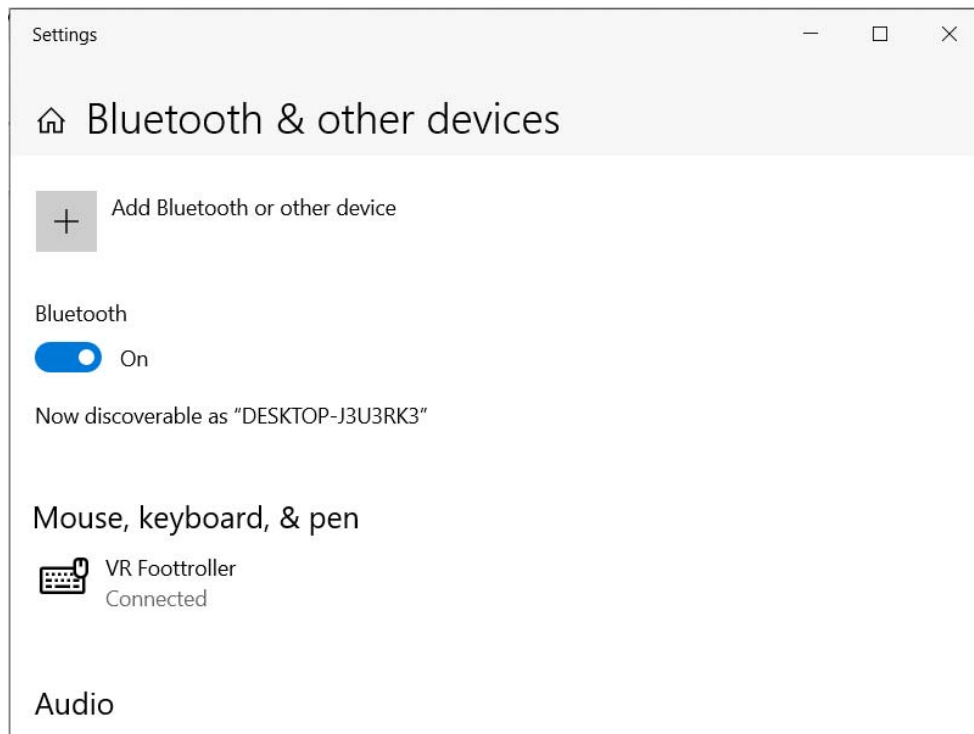
Name	Date modified	Type	Size
foottroller	12/13/2021 11:48 AM	File folder	
gamepad	8/7/2021 9:44 AM	File folder	
htc	8/7/2021 9:44 AM	File folder	
indexcontroller	8/7/2021 9:44 AM	File folder	
indexhmd	8/7/2021 9:44 AM	File folder	
lighthouse	8/7/2021 9:44 AM	File folder	
null	10/30/2021 4:18 PM	File 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
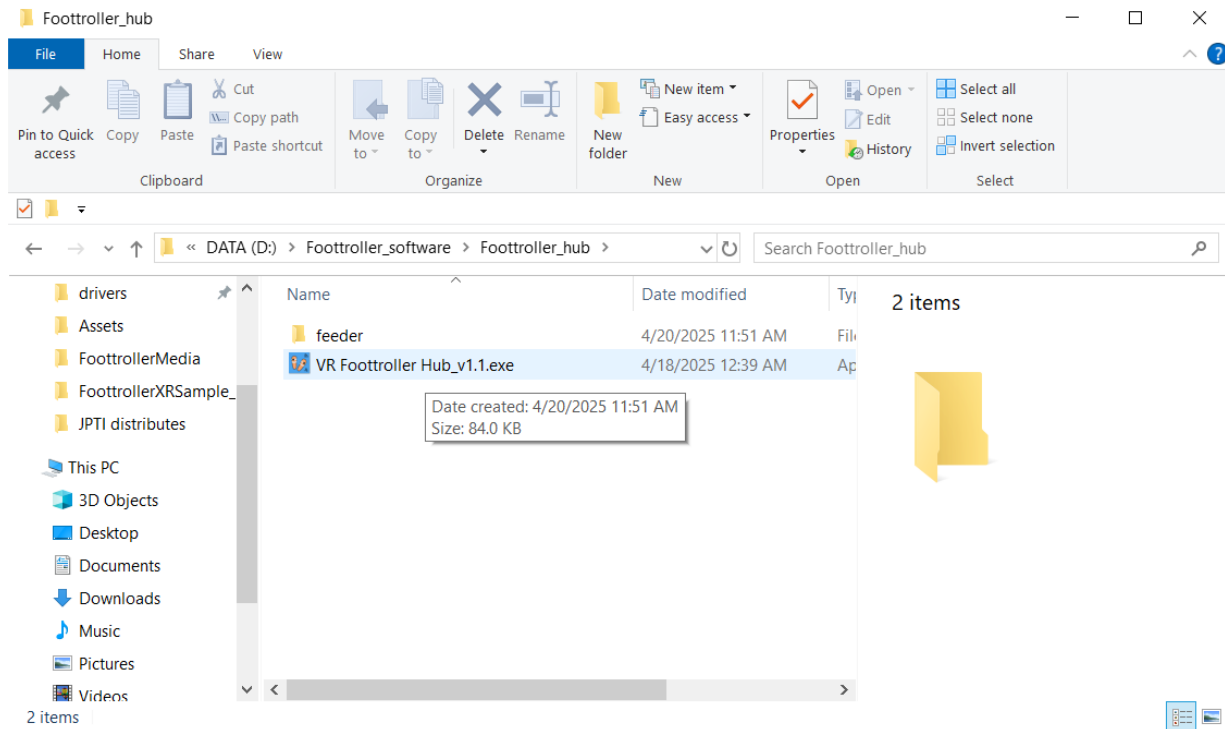
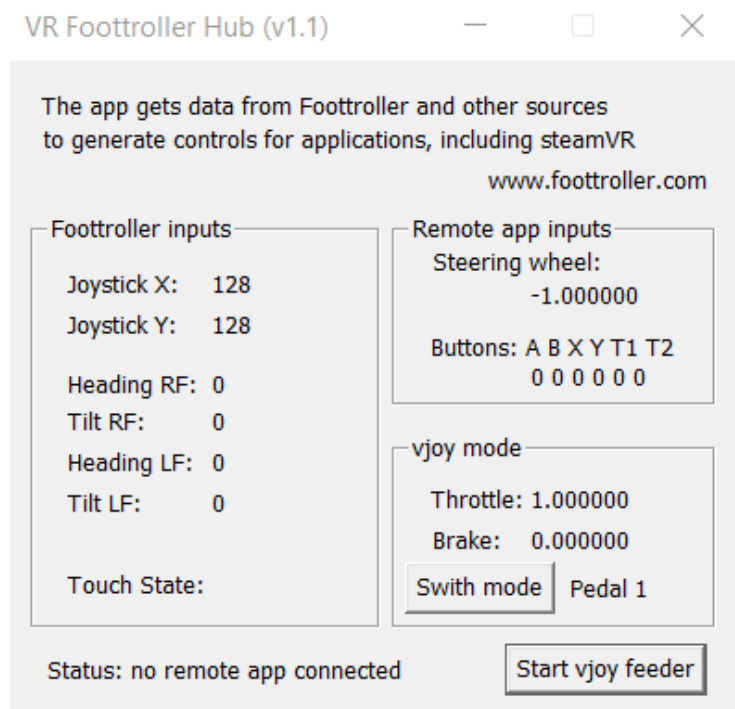# Step 4. Connect the Foottroller control box to the windows PC

Step 5. Run the VR Foottroller Hub software
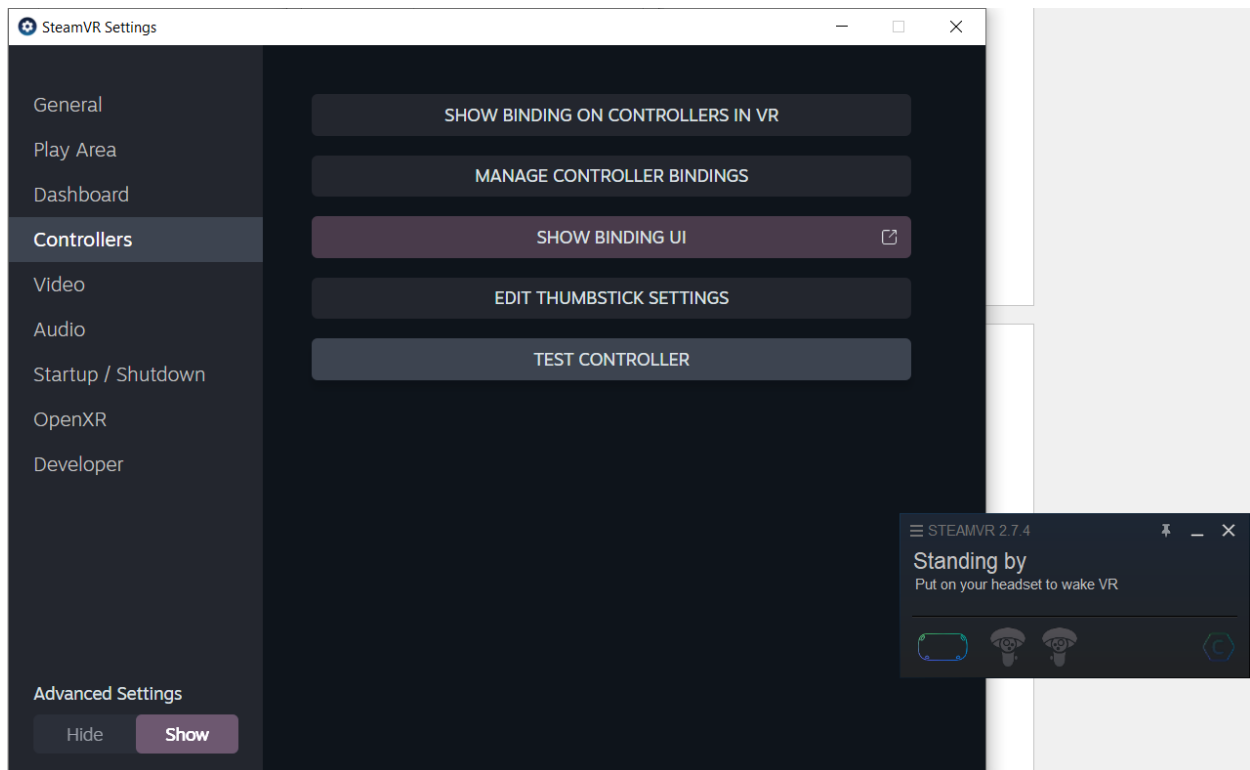
(Note that Step 5 need to be done after Step 4)

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

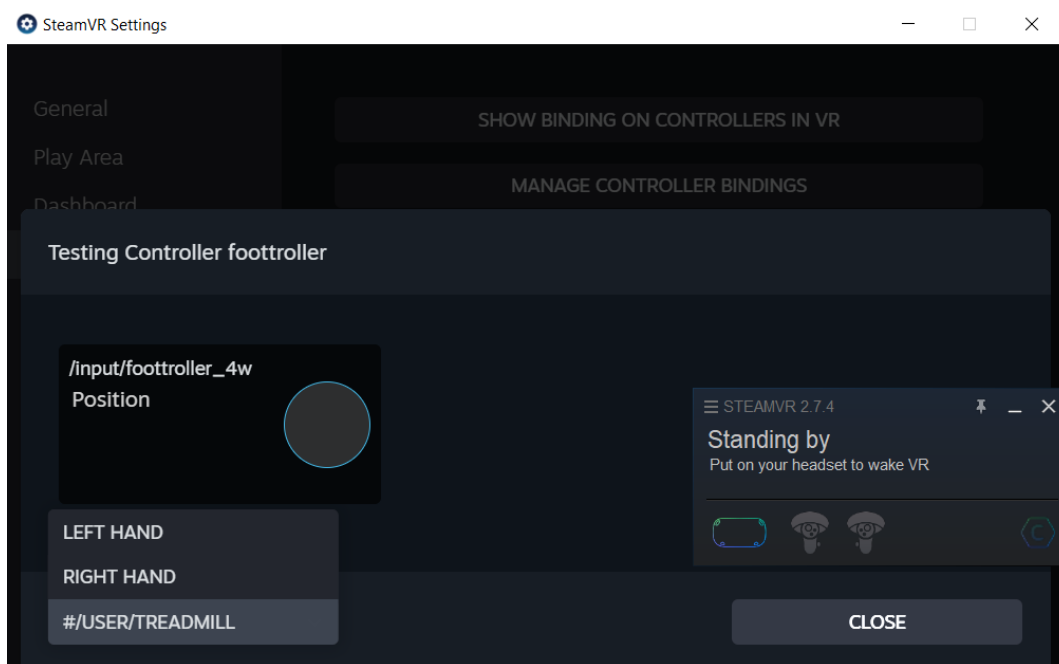## *Step 6. Test Foottroller function in steamVR*

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 CONTOLLER"

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

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.

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=Xj8MecZiyFnsIjr2

https://youtu.be/e1lUnKdkWoI?si=kPR9yO0C6Knsgm80

www.foottroller.com