Below is the setup and configuration for using the Infinadeck with commerically published games. Please review the next page for the games we have offically tested and support.

Setps

1	Press the Windows Key on your keyboard
2	Type "run"
3	Search "%programdata%" in the searchbar
4	Navigateto …ProgramData\Infinadeck\config\
5	Open settings.json file in NotePad
6	Set "open vr": {"device"} as desired
7	>> "device": 0 is Controller-based locomotion
8	>> "device": 1 is HMD-based locomotion
9	Set "api": {} calls as per game needs
10	>> "scale": set to game-specific Gain value; tweak if speed value seems out of sorts
11	>> "reverse x": set to game-specific "Reverse X" value; flip if the axis seems backwards in game
12	>> "reverse y": set to game-specific "Reverse Y" value; flip if the axis seems backwards in game
13	Close and Save the setting.json file

Notes:

1	All instructions listed for right handed individuals; if using left-handed control scheme, flip each instance of "left" and "right" above.
2	Have a game you'd like added to this list? Email info@infinadeck with the words "OPENXR GAME SUPPORT REQUEST" in the subject line.
3	Our recommend using HMD-based Locomotion for use with the Infinadeck OpenXR driver. In some cases games that support Controller-based Locomotion can also work with the Infinadeck OpenXR driver.

Game	Scale	Reverse X	Reverse Y	Devise	Relevant In-game Settings	SteamVR Binding for Infinadeck	Supported Types	Notes
AltspaceVR	0.60	FALSE	FALSE	1	None	Trackpad Click: primary2daxisclick; Trackpad Touch: none; Trackpad Position: primary2daxis; Return bindings with left hand	HMD Oriented Locomotion Only	
Cooking Simulator	0.94	FALSE	FALSE	1	Main hand: Right	Trackpad Click: lefthumbstickdown; Trackpad Touch: lefthumbsticknear; Trackpad Position: lefthumbstickaxis; Return bindings with left hand	HMD Oriented Locomotion Only	Minimum walking speed is about .28 m/s
The Elder Scrolls V: Skyrim VR	0.27	FALSE	FALSE	1	Movement Style: Direct Movement Movement Speed: Maximum Physical Sneaking: ON Realistic Swimming: OFF	None (Use Infinadeck Legacy Binding)	HMD OR Controller Oriented Locomotion Available	
Fallout 4 VR	1.03	FALSE	FALSE	0	Direct Movement: ON; Left Handed Mode: OFF; Comfort Sneak: OFF; Direct Movement Speed: MEDIUM	None (Use Infinadeck Legacy Binding)	Controller Oriented Locomotion Only	Minimum walking speed is about .17 m/s
Half Life: Alyx	0.71	FALSE	FALSE	1	Movement: Continuous; Weapon Hand: Right	Trackpad Click: Walk; Trackpad Touch: none; Trackpad Position: Teleport Turn; Return bindings with left hand	HMD OR Controller Oriented Locomotion Available	
Onward	0.60	FALSE	FALSE	1	Dominant Hand: Right; Locomotion: Head	Trackpad Click: none; Trackpad Touch: none; Trackpad Position: Movement Direction; Return bindings with left hand	HMD OR Controller Oriented Locomotion Available	Aggressive Crouch Speed Clamp makes tuning difficult
VRChat	0.90	FALSE	FALSE	1	Disable Holoport (3P Locomotion); Disable AFK Detection; Enable Vive Advanced Control; Enable One Handed Movement	None (Use Infinadeck Legacy Binding)	HMD Oriented Locomotion Only	Aggressive Crouch Speed Clamp makes tuning difficult; minimum walking speed is about .25 m/s