

Perc's Pavlov PTT Guide

V1.0 4/4/2020, initial release for OVRAS standalone version 4.x

v1.1 18/4/2020, updated for OVRAS Steam Version 5.x (a few menu locations changed)



This guide covers a few options to approach push-to-talk in Pavlov. Options one or two should be the bare minimum for competitive playing, while options three and four offer solutions to more exotic problems:

#1 Disable talking in-game with Pavlov PTT

#2 Disable talking in-game and replace the throat microphone, all on one button

#3 Temporarily mute Discord, aka STFU button

#4 Enable PTT in Discord with Pavlov

This guide was created for SteamVR with a Valve Index. This should easily translate to Vive Wand bindings, but with the added challenge of having fewer buttons (using the 'Double' or 'Held' binding options to assign multiple functions to one button might help resolve this issue). Sorry, Oculus people, no idea how this applies to you.

General Stuff

APAC Discord: <https://discord.gg/E7bBqpf>

Pavlov Master League Discord: <https://discord.gg/dHwBaA3>

Abbreviations:

Push-to-talk = PTT

Voice activation = VA

Open VR Advanced Settings = OVRAS

Three ways to change bindings:

1. Through the SteamVR options in Windows:

- Open menu > Settings > Manage Controller Bindings

2. Through in-game bindings:

- Same as above; or
- Through the 'Bindings' menu option of your currently launched game

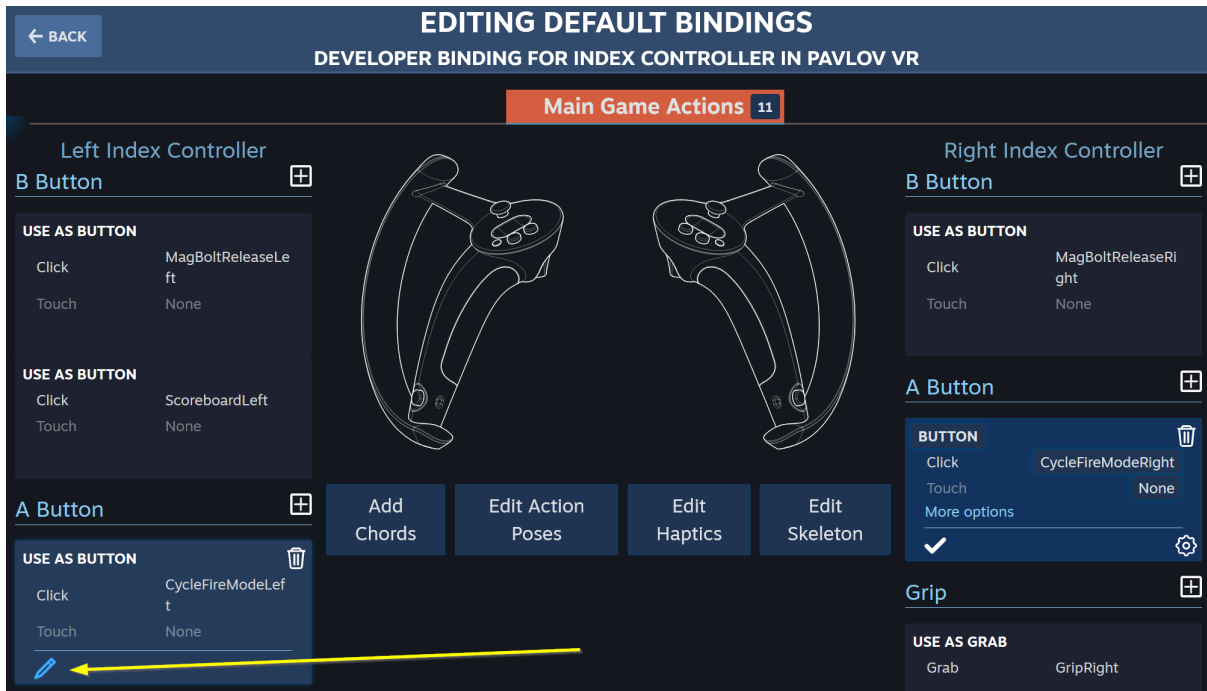
3. Through your browser (SteamVR needs to be running for this to work)

- <http://127.0.0.1:27062/dashboard/controllerbinding.html>

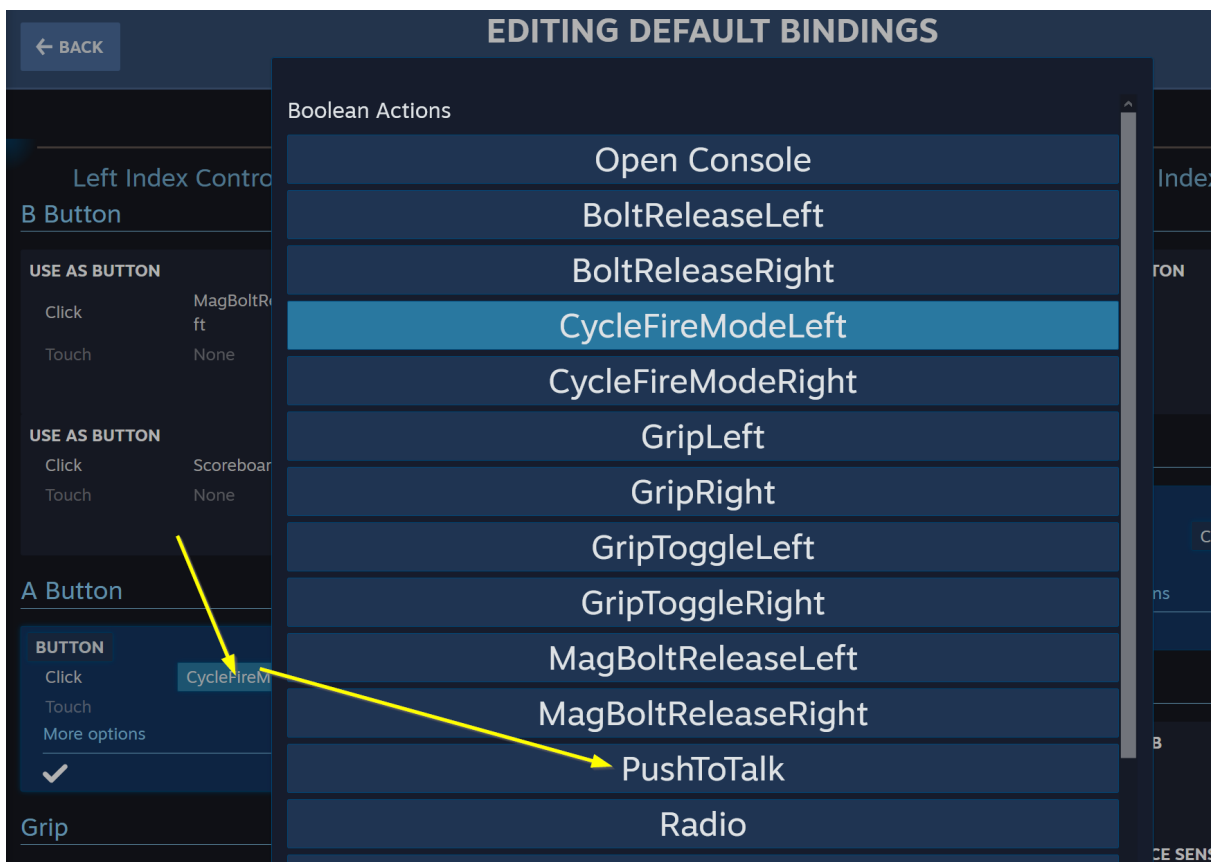
#1 Disable talking in-game with Pavlov PTT

If you play competitive Pavlov there is a good chance that you and your team are using Discord with VA. Unfortunately, there is no menu option to disable proximity-based voice in Pavlov, so enemies within hearing range will hear you talking. The easiest way to disable this is by enabling Pavlov's built-in PTT feature:

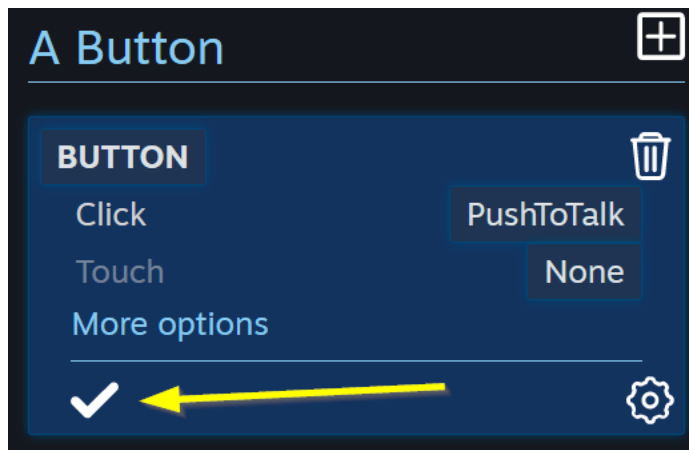
- Open bindings as per above, select 'Pavlov VR'
- In this case I decided to sacrifice the left fire mode selector and use it for Pavlov PTT



- Hit the pen button to edit the binding, then click on 'CycleFireModeLeft' and replace it with 'PushToTalk'



- Click the check mark to save the change



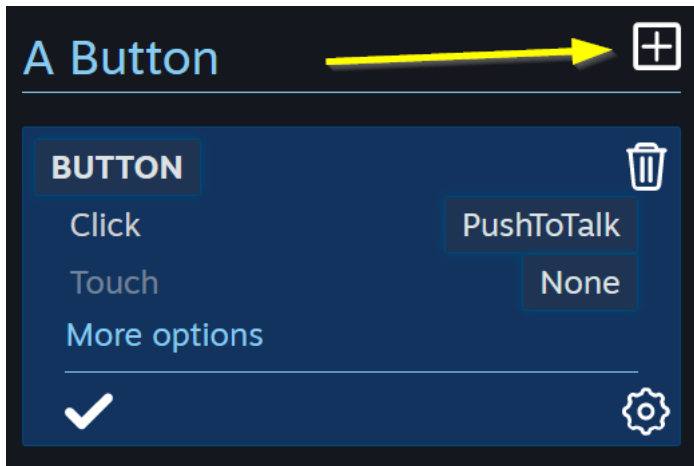
Every time you start Pavlov it will still be in VA mode. Hold the button that you just configured to disable it. This button now acts as your in-game PTT button.

If you want to use VA after having pressed the button, you need to restart Pavlov and make sure to not click the button. Some people resolve the issue of accidental button clicks by having two separate binding profiles for Pavlov.

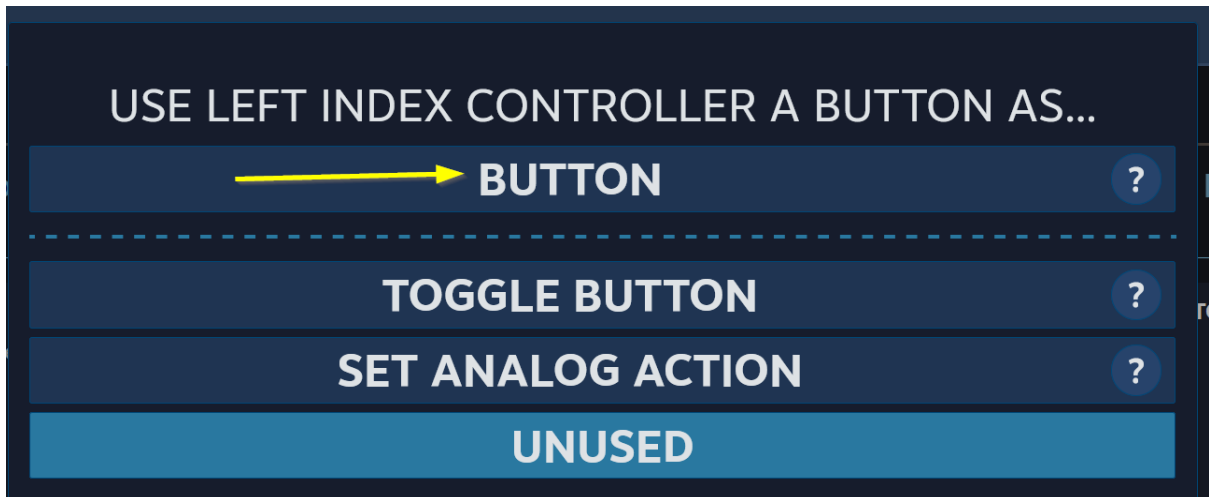
#2 Disable talking in-game and replace throat microphone on one button

This is an add-on to what we did in #1. We add a second function to the very same button we configured above. This allows you to disable VA by pressing the button, and then use the button as PTT & radio button in the game. No need to hold your hand to your throat/shoulder any more when trying to talk to distant teammates. In-game voice communications are now a one-button affair, no matter how close or distant people are from you. If you configured #1, there's no disadvantage to configuring #2 as well.

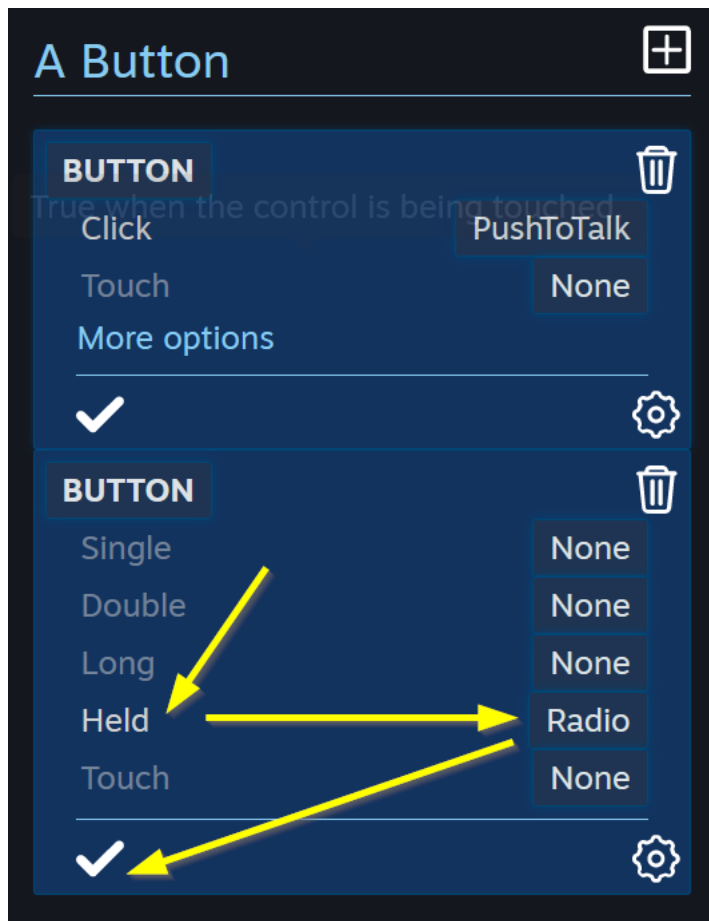
- Make changes as per #1
- Add a second binding to the same button by clicking the + symbol. Do NOT add a second binding to the existing one. While it is possible to configure this, it is known to cause issues.



- Select 'Button'



- Select 'Held' > 'Radio' > Save



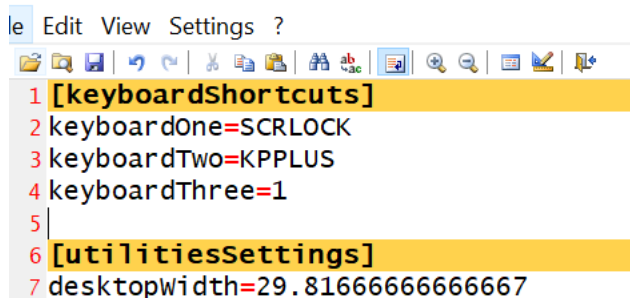
Again, make sure these are two separate bindings rather than one with two entries. Also keep in mind that you can assign multiple functions to the same button, but they can't have the same trigger action. If we had configured this as 'Click' twice, you'd never know what the game is going to prioritize.

If you press the A button in game, the first press will enable PTT for as long as Pavlov runs, and every subsequent press will open up the microphone to talk to your teammates, both long-distance and short-distance. No need to hold the controller to your throat any more.

#3 Temporarily mute Discord, aka STFU button

Say you are clutching against the entire enemy team and your team will just not shut up in Discord? There is no easy way to temporarily mute Discord from Pavlov since button mappings in SteamVR cannot talk to Windows applications.

- To enable this function install 'Open VR Advanced Settings'. A lot of players will have this installed already: <https://github.com/matzman666/OpenVR-AdvancedSettings>
- Once the software is installed, edit this file:
C:\Users\YOUR PROFILE
HERE\AppData\Roaming\AdvancedSettings-Team\OpenVRAdvancedSettings.ini



The screenshot shows a text editor window with a menu bar (File, Edit, View, Settings, ?) and a toolbar. The code is as follows:

```
1 [keyboardShortcuts]
2 keyboardOne=SCRLOCK
3 keyboardTwo=KPPLUS
4 keyboardThree=1
5
6 [utilitiesSettings]
7 desktopwidth=29.81666666666667
```

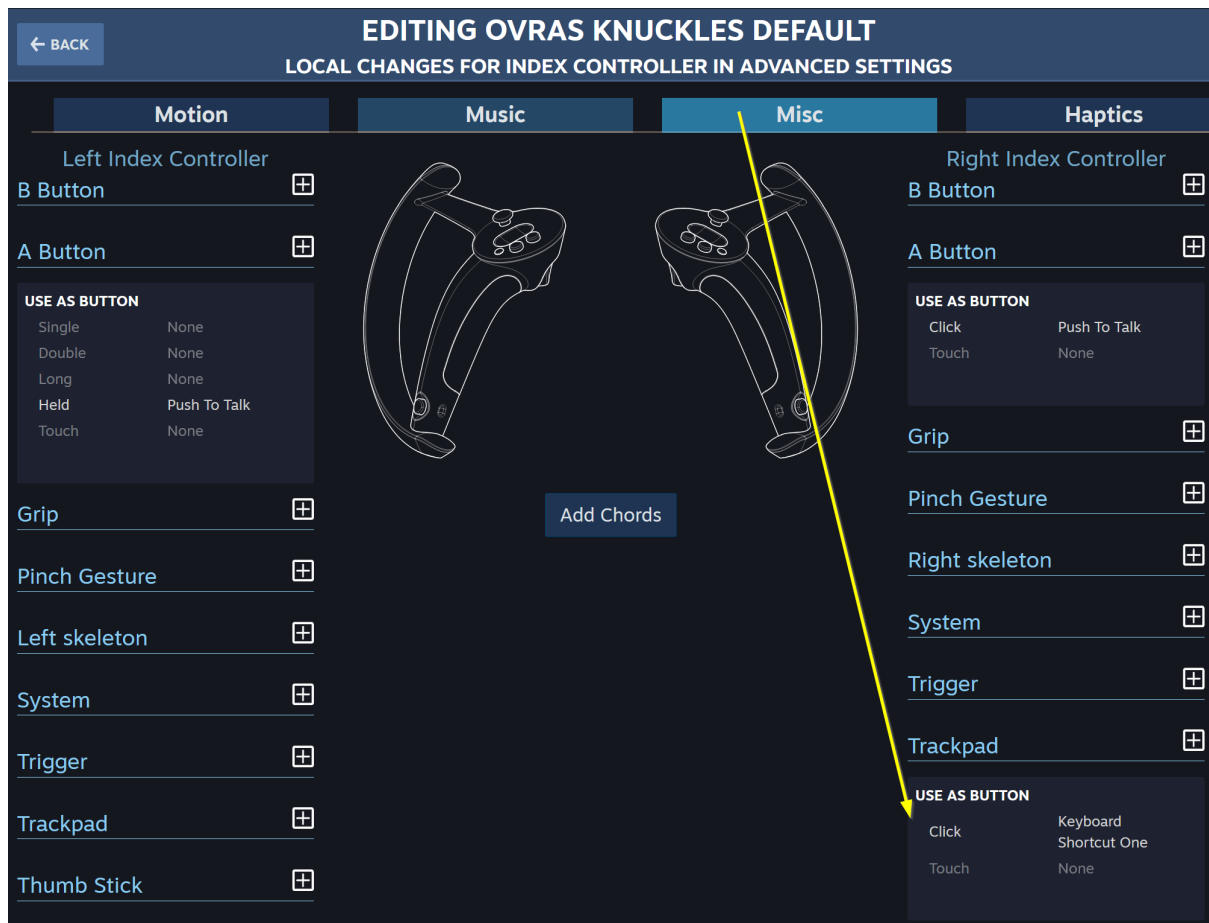
Replace the bit after 'keyboardOne' with your preferred key or shortcut. I had issues getting keyboard shortcuts like the built-in CTRL-SHIFT-M to work reliably. This might work for you, but it did not for me. I opted to use a single button instead: SCROLL LOCK, since it is rarely used by other applications.

Note: This keystroke is passed through to windows, so you do not want to use a key like F1, which would open up help files every time you click it in-game.

A reference for other keystroke options can be found here:

https://github.com/OpenVR-Advanced-Settings/OpenVR-AdvancedSettings/blob/master/docs/specs/Keyboard_Manager-Parser_Spec.md

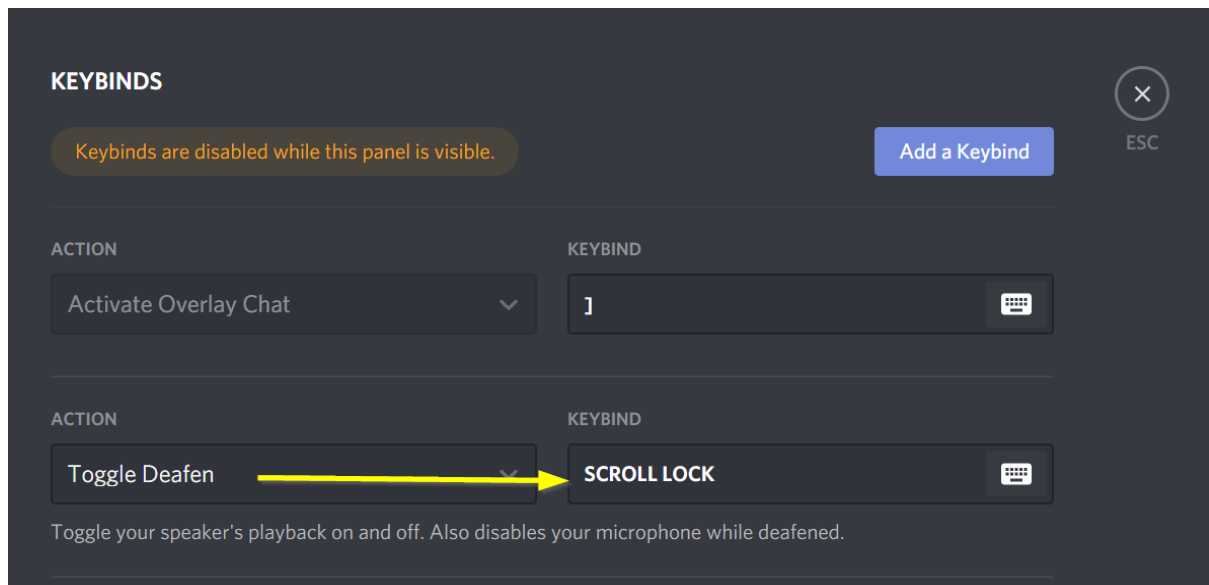
- Open your bindings through your web browser (as explained above) and scroll to the very bottom of the list to 'Advanced Settings' (This is the bindings option for OVRAS). In my browser the name of the application does not show properly, so I have to click on it blindly.
- Go to the 'Misc' tab and configure a binding for 'Keyboard Shortcut One'



In this case I ran out of spare buttons and configured the entire right trackpad to act as a button. When I click the button, OVRAS will send the keystrokes configured in the ini file to Windows.

Note: If you are worried about muting Discord accidentally, try the 'Double' action, which requires a double-click instead of a single one.

- Don't forget to save your settings
- Open Discord > User Settings > Key binds, and configure whatever button you set in the ini file:



You can try to make this work with the built-in CTRL-SHIFT-M or use any other button. You can also configure different Discord functions or entirely different keystroke inputs this way.

Note: OVRAS does not always seem to apply these changes in-game. If this does not work right away, restart SteamVR.

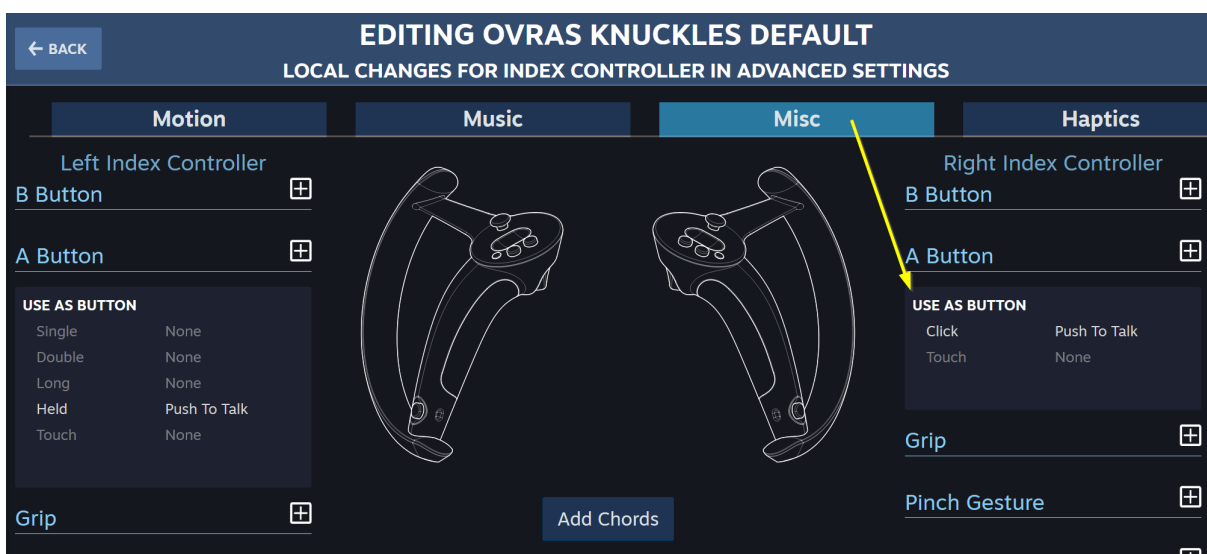
#4 Enable PTT in Discord with Pavlov

Since OVRAS is not capable of keeping buttons pressed, my workaround looks as follows:

- Keep VA in Discord enabled and do not make any changes. PTT activation will happen through a built-in feature of OVRAS
- Select 'Push-to-talk' in the OVRAS settings menu. Note that this will turn off your microphone entirely, including Discord and Pavlov.



- Open the 'Advanced Settings' binding option through your browser again, same as we did for #3
- Go to the 'Misc' ('System' tab from v5.0) tab and configure 'Push to talk'. Please note that this is NOT the same 'Push to Talk' function that we configured in the Pavlov game bindings. This one only affects the PTT function of OVRAS. Since OVRAS keeps running as a background process, both bindings in Pavlov and in OVRAS are active when in-game.



The great thing about configuring it this way is that Discord still works through VA. If you want to use Discord PTT you just enable OVRAS PTT by ticking the box, then hold the button that you just configured pressed. If you do not want to use Discord PTT, you simply uncheck the OVRAS PTT checkbox and Discord still runs through VA. Really simple!

From here you can go entirely crazy with your config. In the screenshot above you can see that I have OVRAS PTT configured on two buttons. The right one is for Discord and the left one is for the in-game chat. If you did not configure it this way, enabling OVRAS PTT would not allow you to use Pavlov's in-game chat.

Here's how my config works:

- Left A Button: The left A-button is bound as CLICK for Pavlov Radio, TOUCH for Pavlov PTT and HELD for OVRAS PTT. This allows me to use one button to enable Pavlov PTT and mute me in-game when talking in Discord via VA. I can then keep that button pressed to talk in-game in Pavlov without having to hold the controller to my throat. If OVRAS PTT is enabled, it will also act as PTT button to open the microphone for Pavlov. It opens the mic in OVRAS and also opens it in Pavlov.
- Right A Button: This acts as OVRAS PTT button for Discord PTT
- Right Trackpad: This deafens me in Discord, aka STFU, everyone!