

NEWS FROM 3dRudder

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3dRudder foot controller gets native support for the Xbox Adaptive Controller

May 21, 2018 (NEW YORK, NY and AIX EN PROVENCE, FRANCE) – The 3dRudder foot controller, already a proven accessible gaming peripheral, will be natively supported by the new Xbox Adaptive Controller to make gaming accessible to the greater number of people with limited mobility.

The Xbox Adaptive Controller is compatible with a wide variety of external peripherals which can be used simultaneously to fit the needs of many gamers. Solomon Romney, a Microsoft Stores retail learning specialist in Salt Lake City, Utah, who's been gaming with the Xbox adaptive controller for months explains, "I can make the controls fit my body, my desires, and I can change them anytime I want. If I want to play a game entirely with my feet, I can."



The 3dRudder foot controller finds itself logically involved in this new set up. People who lost the ability to use their hands or who suffer from hand impairment become naturally inclined to use their feet for gaming. Thanks to the Xbox Adaptive Controller, the 3dRudder foot controller works natively, with gamers using their feet to move in their favorite games -or for any other controls.



How will it work?

Playing with the 3dRudder will be done really easily thanks to the USB port at the back side of the Xbox Adaptive Controller. Once plugged in, the 3dRudder will be automatically recognized as a foot joystick, taking the functionality of a given thumb stick -or even of both thumb sticks- in a traditional controller, and ready to configure. It could also be used for other actions—entirely the choice of the gamer.

Gaming accessibility: a priority for the 3dRudder foot controller

The 3dRudder is a foot controller that is a naturally very convenient accessible peripheral for people with limited mobility. When used as a PC peripheral, it can be alternatively a keyboard (ex. WASD), a full mouse (including scroll, click double click...), a joystick or an Hotas. It also lets users with limited mobility enjoy moving in Virtual Reality with their feet.

More information: <https://www.3drudder.com/computer-accessibility-3drudder-versatile-peripheral/>

Testimonial: <https://www.3drudder.com/testimonial-gamer-just-one-hand-tries-the-3drudder/>

The 3dRudder foot motion controller offers plenty of advantages for accessibility:

- Trigger control with effortless movements of your feet
- Up to 8 configurable controls
- Intuitive to use no matter your age or computer proficiency
- Compatible with the Xbox Adaptive Controller and Xbox games
- \$99/99€ at [3dRudder.com](https://www.3drudder.com) and major retailers.

About 3dRudder

3dRudder was founded in 2014 in Marseille, France and has an office in New York, NY. The flagship product of the same name, 3dRudder, is a foot-powered movement controller, providing the most natural way to move in 2D, 3D and VR environments. For gamers, people suffering from limited mobility, designers, architects, and professionals who want to do more in their 3D digital environments, 3dRudder keeps your hands free and enables total immersion in a virtual reality.

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