

# Adaptive Case for PS4 Controller

## 3D PRINTING GUIDE

### 3D Printing Summary

Metrics	Adaptive Case for PS4 Controller
Total Print Time (min)	2300 (38h 20m)
Total Number of Components	45
Typical Total Mass (g)	208
Typical Number of Print Setups	7

### 3D Printing Settings

#### Components to Print in PLA

Print File Name	Qty	Total Print Time (hr:min)	Mass (g)	Infill (%)	Support (Y/N)	Layer Height/ Nozzle Diameter(mm)	Notes (orientation, special settings, etc.)
All_Button_Faces.stl	1	1:05	7	20	N	0.2/0.4	- Print in orientation given in STL
Case.stl	1	9:56	71	20	N	0.2/0.4	- Print in orientation given in STL
Dock.stl	1	3:44	31	20	Y	0.2/0.4	- Print in orientation given in STL - Supports are required for the front tab
Face.stl	1	10:10	96	20	N	0.2/0.4	- Print in orientation given in STL
Joystick.stl	1	6:29	47	20	N	0.2/0.4	- Print in orientation given in STL
Trigger.stl	1	6:24	45	20	N	0.2/0.4	- Print in orientation given in STL

#### Components to Print in PETG (If available)

Print File Name	Qty	Total Print Time (hr:min)	Mass (g)	Infill (%)	Support (Y/N)	Layer Height/ Nozzle Diameter(mm)	Notes (orientation, special settings, etc.)
Button_Tails.stl	1	0:32	3	20	N	0.2/0.4	- Print in orientation given in STL

**Note:** The “Button Tails” transfer the force from the buttons on the case to the buttons on the controller. Due to repeated stress, it is recommended that these components are printed in PETG to help prolong their lifespan. If unavailable, PLA can be used but the part may need to be replaced over time.

# Adaptive Case for PS4 Controller

## 3D PRINTING GUIDE

### Customization Options

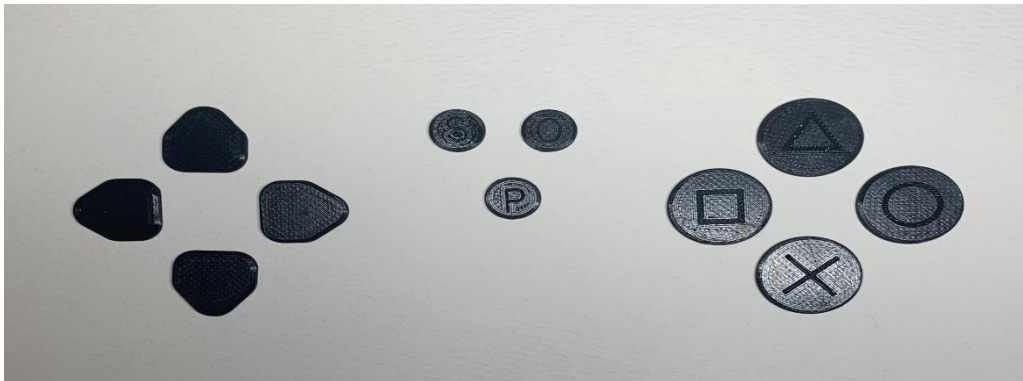
Users may request their choice of print colour. It is recommended to print the “All\_Button\_Faces.stl” in a different colour than the “Face.stl” to help with visibility.

### Post-Processing

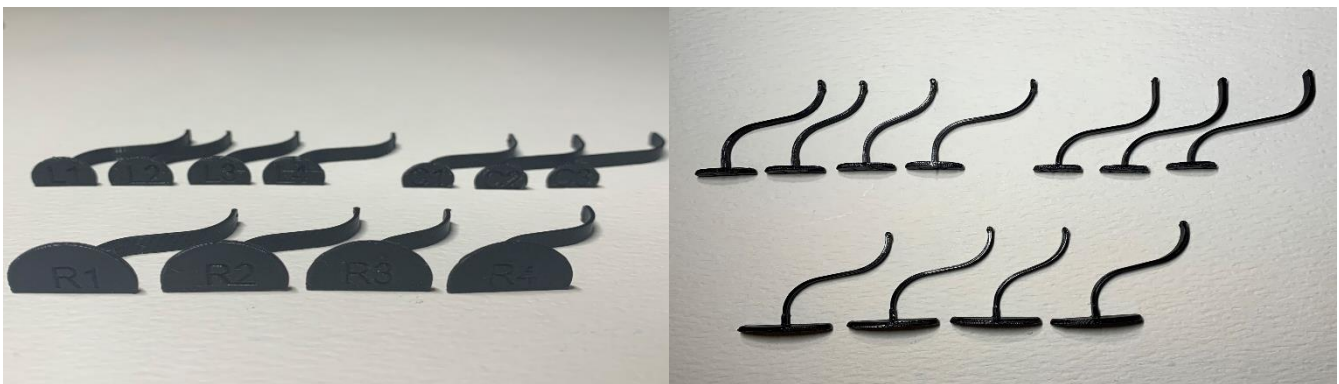
The “Dock” is the only component that requires support material to be removed. Inspect and ensure that all components are smooth, and holes are free of print material. Sharp edges and rough surfaces can be smoothed down with sandpaper.

### Examples of Quality Prints

Photos of All\_Button\_Faces.stl



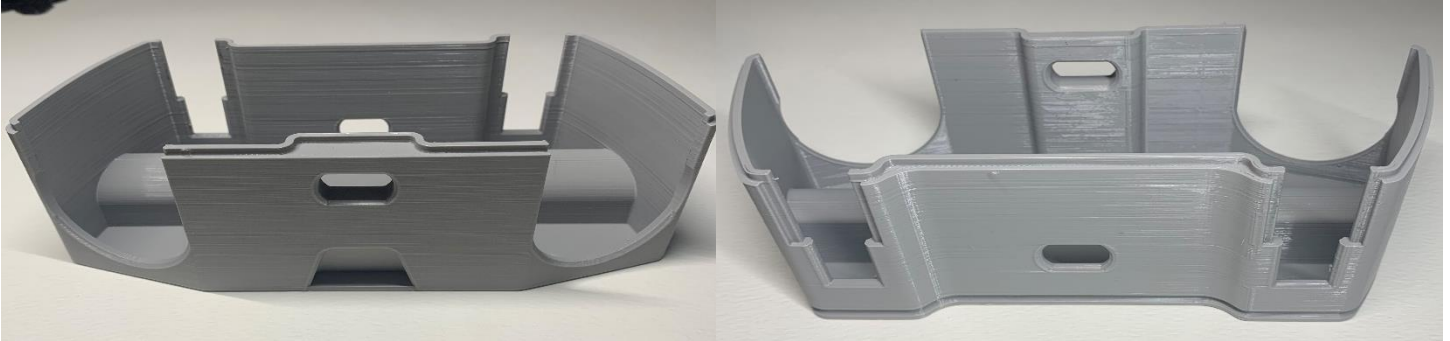
Photos of Button\_Tails.stl



# Adaptive Case for PS4 Controller

## 3D PRINTING GUIDE

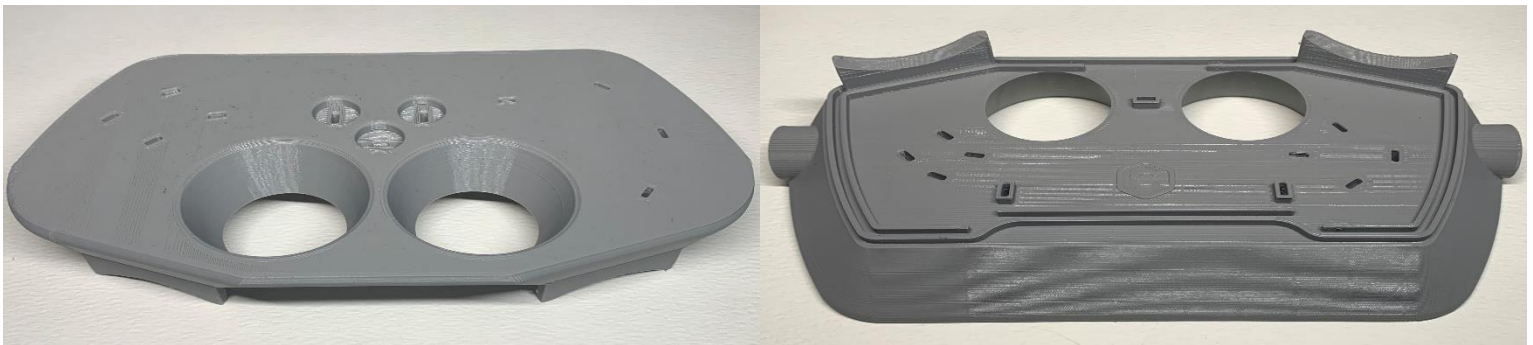
Photos of Case.stl



Photos of Dock.stl



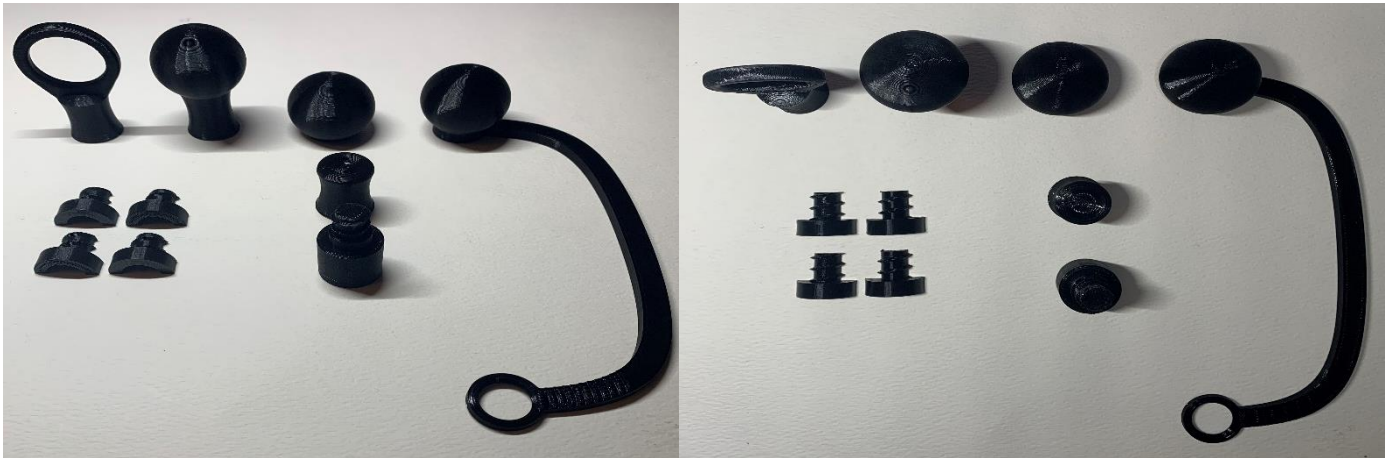
Photos of Face.stl



# Adaptive Case for PS4 Controller

## 3D PRINTING GUIDE

Photos of Joystick.stl



Photos of Trigger.stl



**Note:** The “Trigger Mounts” (in the centre of the photo) have print in place moving parts. Ensure that the hinge can rotate freely.