(Start intro screen while audio intro is going on)

Hey guys, what’s up. Bennybroseph here, and today I’ve got something different for you guys. I’ve been hard at work on a controller script that allows you to play Diablo III with your PC controller…

Wut?

Yes. That’s a thing.

(Start showing clips of barb/dh in rifts)

Basically what it does is, it just takes the buttons on your controller, and enhance them a bit to make them more useful for this game specifically (Although you could use it in any game you wanted). Let me explain.

(Queue tutorial footage)

The first thing is movement. The left stick is going to be handling all of that for you. Any time you want to move, just go in that direction with the stick and you’re golden. The right stick is special. It creates a target on the screen that will determine where an ability will be cast. That way you can move in one direction, and fire an ability off in another without having to move the cursor back and forth manually.

Next is abilities. Every button on your controller is 100% configurable, so what the setup ends up being is entirely up to you, but this is the default behavior.

LTrigger = LButton + Shift

RTrigger = RButton

LBumper = 1st Ability/3rd Ability when held

RBumper = 2nd Ability/4th Ability when held

X = Potion

Y = Banner

A = LButton

B = Close all Windows

Start = Game Menu

Back = Inventory/Inventory Mode when held

D-Pad Up = Skills

D-Pad Down = Town Portal

D-Pad Left = Follower

D-Pad Right = MiniMap/World Map when held

Left Analog Button = Freedom

Right Analog Button = Loot

Now you may be wondering. What the hell is Inventory Mode, Freedom, and Loot? I don’t have that button on my keyboard. Well don’t worry. Those are special keywords you can put into the config file to say that this key will trigger a special action. Pressing the Freedom key just unlocks the mouse from the center of the screen, and allows the Left analog stick to move it around freely. Loot when held down will spam (and I mean spam) a left click under your character’s feet to pick up items easily. Pressing and holding the key mapped to Inventory will activate Inventory mode. This mode will make it so that the d-pad now controls the cursor by the inventory grid, instead of just moving around where-ever. You can see how well it works. Press and hold the button again, and it will turn it off. I should also mention that if your controller has the vibration feature, pressing and holding a key will trigger a short vibrate to tell you you’ve held it the required amount of time. This time (in milliseconds) can also be configured in the config file.

Speaking of the config file. How does that thing work? Well, let’s take a look.

(Show Still Image of the notepad file in notepad++)

So all the buttons are of course labeled under Buttons. The two weird ones you see here are Force Move and Ignore Target. Force Move should be obvious. You’ll need to set it to whatever buttons you’ve configured in game to be your force move key. Most people have this as the space bar, but keep in mind it isn’t bound to anything in Diablo III by default. Ignore Target is a little special. It tells the script that a key with this binding in it should never fire at the right analog stick’s location. Instead, it should be firing at the left one always. This allows abilities like vault, and whirlwind to feel more intuitive since they are basically movement abilities, not targeted ones. Remember, you can set this however you’d like this is just an example. The format for

Ignore\_Target = is key1, key2, key3, ect…

The format for all other buttons is like this:

A\_Button = modifierkey+key, modifierkeywhenheld+keywhenheld

You can omit anything you want, and the script will understand so don’t worry. If you don’t want a modifier key or a different button to be pressed when it’s held down, just don’t put one.

Next is Calibration. Don’t touch these. Seriously, it’s best if you just leave them how they are. Only thing you should change is Calibrate = which should be true if you want to run the calibration, and false if you don’t. It gets set back to false after it’s ran once.

Last is preferences. It’s pretty bare right now, but in later versions I’ll come up with more options. The only thing here is the Hold\_Delay, but it’s pretty important. This determines the amount of time in milliseconds before a buttons is considered held by the script. Set it to whatever you want, and test it out to see what works best for you.

That’s pretty much it. Test things out for yourself and see how you like it. Only thing I’d like to show you now, is just me doing a Greater Rift solo using the controller. Other than that, Thank you for watching guys. If you’d like to see more about updates on my script be sure to like the video, and subscribe to my channel. If you have any questions feel free to drop a comment down below and I’ll get back to you as quickly as possible. Also, if you really enjoy the script and would like to support it for future development, I have a paypal donation link in the description. PEACE

(Run Greater Rift Clip then fade to black and end the video)