Hey, what’s up everybody? It’s BennyBroseph here back again with the Diablo III Controller support script. Didn’t really think I’d be making this video considering how long it’s been since the last one. Talk about reviewing old code. It’s been 2 YEARS. Anyway. I’ll go ahead and assume everyone here is new to the application. The first thing I want to go over is what this script does. Then I’ll move on to the defaults, and finally I’ll go over how to configure it.

So, this is an application made using the scripting language AutoHotkey. It allows you to play Diablo III using your controller. More specifically, it takes controller input and converts it to useful mouse and keyboard input. The great thing about this application though, is how much it can be customized. However, before I get into that, let’s go into how it functions by default.

The left stick will handle movement for you. Just tilt the stick in the direction you wish to go. Very easy right? The right stick is a little more complex. It handles a sort of targeting reticule. Push it in the direction you want to fire off actions. Your left trigger fires off your standing primary skill, and your right trigger fires off your secondary skill. The left shoulder button fires skill one when pressed, and skill three when held down. The right shoulder button fires skill two when pressed, and skill four when held down. The skills are all on the top of the controller because it would be hard to use the right stick to target and still press the buttons anywhere else.

Now for the right hand buttons. Y throws out your standard, X chugs a potion, and A clicks at the targeted location. B is unbound by default. Next we have the D-Pad. Up will open the skills menu. Down uses town portal. Left opens the follower menu. Right opens the map on press and the world map on hold.

For the menu buttons, Start pulls up the menu or closes open windows. The back button toggles the inventory when pressed and toggles inventory MODE when held. Inventory mode locks the mouse to the inventory grid. You can easily equip or move an item to storage by simply hitting right trigger while hovering over them. You use the D-Pad to move between cells. You can still move while in this mode, and you can even still use the press features of the D-Pad; just not the held ones.

Finally, we have the two stick buttons. Clicking the left stick will cause the script to go into pointer mode. Moving the left stick in this mode will cause it to move freely around the screen. No other actions are changed. In this mode you can easily click any of the UI elements by hovering over them and pressing the A button. Clicking the right stick will trigger the Loot action. This allows you to pick up any equipment directly beneath your character’s feet making picking up loot a breeze.

So that’s it for the default behavior. For some people this is more than enough to play the game without ever touching the configuration. For everyone else, let’s move on to how to configure the script.