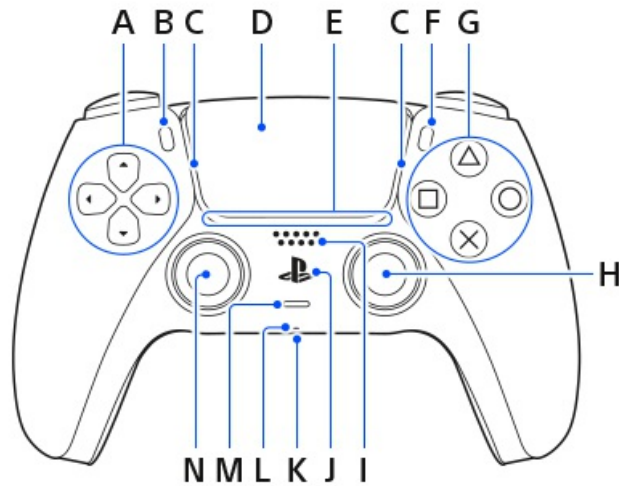


Puppetstrings

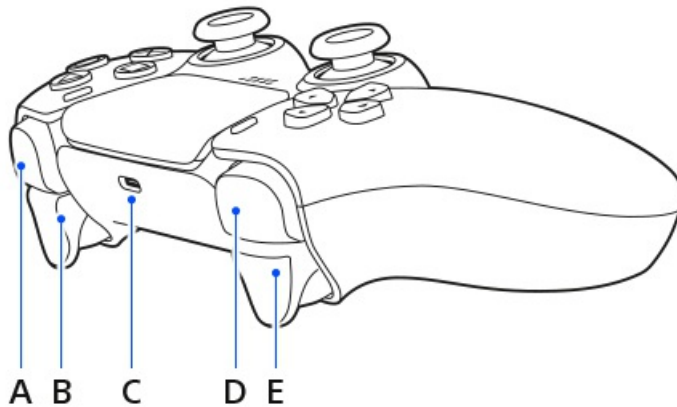
Johnny Matthews

PS5 Controller Mapping



PS5 Controller Front

- A D Pad Up / Down / Left / Right
- B Back Button (Stop Control)
- C Light Bar (Red Recording / Green Playing)
- D Touch Pad
- E Player Indicator
- F Start Button (Play Control)
- G Directional Buttons (North, South, East, West)
- H Right Stick
- I Speaker
- J Guide Button
- K Headset Jack
- L Microphone
- M Mute
- N Left Stick



PS5 Controller Top

- A Right Shoulder
- B Right Trigger
- C Usb Port
- D Left Shoulder
- E Left Trigger

What's New

Version 1.0.9

- Add Ability to Change LED color
- Add Ability to Change Player # Display
- Turn Controller LED to red when recording
- Add Touch, Accel and Gyro Inputs
- Add +=, -=, and *= Assignment for especially with sensor data
- Only Retrieve Needed Data from Controller instead of all data points

Version 1.0.8

- New Mapping curves start as (-1,-1) to (1,1)

Version 1.0.7

- Variable Keyframe Rates per mapping. KF Rate in mapping is override for global Keyframe Interval. Set to 0 to use global setting
- Code Cleanups
- More Error Checking

Version 1.0.6

- Add Ability to Rumble Controller
- Rumble on Punch-In or Punch-Out
- Rumble on Start Record

Version 1.0.5

- Posebone mappings will auto-mute now when recording.
- When recording over previous keyframes with a lower keyframe rate, the non-keyframe frames will have keyframes deleted.

Instructions

Setup

1. Plug in Controller.
2. In the 3D Viewport **N panel**, press **Enable Controller** – it should say *Controller Running*.

Controls

- **Start Button:** Start the play control.
- **Back Button:**
 - When Playing: stops playback.
 - When Stopped: goes to start frame.

Recording

- **Arm recording without punch** → records at all times.
- **Punch recording:**
 - Create markers in the timeline and choose them for punch points (pre-roll optional).
 - When punch is enabled (click the *arm circle* next to punch in), it always records in the punch area.
 - When no punch points are selected, recording happens at all frames.

Options

- **Prevent Looping Animation:** Playback cancels at the final frame instead of looping.
- **Auto-Simplify:** Toggles render settings “Simplify” panel during recording or playback.
- **Controller FPS:** How often the controller is polled.
- **Keyframe Interval:** How often to record keyframes.
- **Smoothing (ms):** Time window for smoothing axis & trigger controls.
- **Debounce Time (ms):** Delay to prevent jittery button presses.

Mappings

- **Mapping Set:** Group of key mappings. Needs at least one. If unchecked, the set has no effect.
- **Button Mappings:** Specific key mappings. If unchecked, the mapping has no effect.
 - **Checkbox:** Enable this mapping for processing.
 - **Eye:** Show or hide mapping details.
 - **Button:** Axis or Button to map to.
 - **Object:** Object to apply mapping.
 - **Mapping Type:**
 - *Location / Rotation / Scale:* Axis to map is offered.
 - *Shape Key:* Lists available shape keys.
 - *Modifier / Data Path:* Still in development.

- **Operation:**

- *Direct Value*: Use value directly from controller.
 - *Curve*: Map controller value to a curve (extend with curve tools).
 - *Inverted Button*: 0 = On, 1 = Off.
 - *Inverted Axis*: Flips -1 to 1 → 1 to -1.
 - *Assignment Expression*: Write expression with `value` (start with `=`).
 - Example: `= value * 2`
 - *Easing*: Apply easing method at controller level before returning to script.
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TODO

- Make a way to set smoothing per button.