

Puppetstrings

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What's New

Version 1.1.2

- Multiple Controller Support
 - Controller is set with player number of controller
 - 0 lights - Controller 0
 - 1 lights - Controller 1
 - etc
- Assign new Mappings to Active Object
 - If the object is an armature and in pose mode, the active posebone will be added as well.

Version 1.1.1

- Add Mapping Names
- Add duplicate mapping button
- Add Show/Hide all mappings
- Play/Start Button Starts Anim if stopped. Toggles Record while playing
- Major revamp of value assignment code (more efficient)
- Add "Mute Controller Input" this still allows for play/stop on controller but bypasses control
- Guide Button Toggles "Mute Controller Input"

Version 1.1.0

- Add Duplication Button Groups
- Add Star Icon next to button mapping for easier selection

Version 1.0.11

- Add Importing and Exporting Button Groups
- Object Selection has a picker

Version 1.0.10

- Add Input and Output Clipping
- Add Input Scaling and Rounding
- Try to clean up multiple timers causing slowdowns
- Show Connected Controller Name if Available

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, Acceleratometer and Gyroscope Inputs
- Add +=, -=, and *= Assignment for especially with sensor data
- Only Retrieve Needed Data from Controller instead of all data points
- Add input scaling and rounding (rounding can help with gyro and accelerometer data)

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

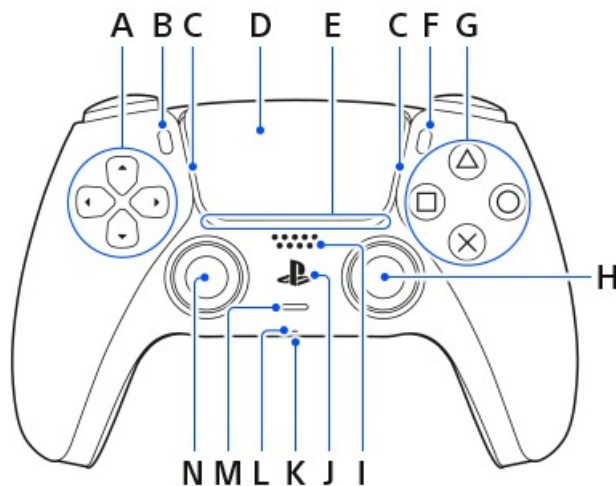
Version 1.0.6

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

Version 1.0.5

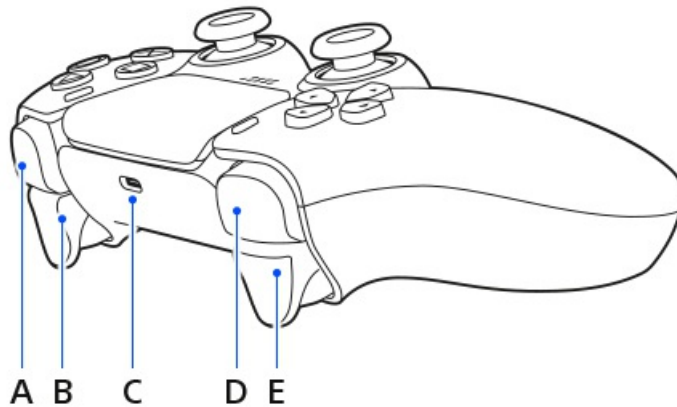
- Posebone mappings will auto-mute now when recording.
- When recording over previous keyframes with a lower keyframe rate, the non-keyframe frames will have keyframes deleted.

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 (Toggle Controller Output)
- K Headset Jack
- L Microphone
- M Mute (Misc 1 Button)
- N Left Stick



PS5 Controller Top

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

Instructions

Setup

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

Controls

- **Start Button:** If stopped, start the play control. If playing and not recording, punch in. If playing and recording, punch out.
- **Back Button:**
 - When Playing: stops playback.
 - When Stopped: goes to start frame.
- **Guide Button:**
 - Toggle “Mute Controller Input”

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.
- Multi Controller Support