



PlayStation 3 controller mini wheel



pixel2

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Summary

Rack and pinion steering for your wireless PS3 controller. 130 degrees of rotation. Great for finer control in racing...

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Rack and pinion steering for your wireless PS3 controller. 130 degrees of rotation. Great for finer control in racing games.

What you need:

688 bearing 8x16x5 - This is NOT the same bearing as the other wheel variants. The PS3 controller has less space to work with and the smaller bearing is required.

1.2mm diameter metal rod: push pin/paper clip/small nail/needle

Superglue

Print Settings

Notes:

.2 layers [.4 nozzle]

set walls to 13 for solid strong parts

0 top/bottom layers

supports for the frame. "Touching buildplate" only.

Tolerances are tight on this model and good layer adhesion is a must. Make sure your printer is properly calibrated before attempting this project.

Post-Printing

Assembly:

Glue the top and bottom edge of the bearing into the frame. Wait for glue to dry. Superglue might leave a white haze on the controller if it's not dry.

Snap in the lever for the PS button.

Snap the rack onto the frame.

Put a 90 degree bend on the end of a paper clip [3mm tab]. Snip off 13mm from the bend. If you are using a small nail with a head just trim to length. Put the piece down through the rack and press fit into the pivot. If it's loose in the pivot, use superglue. You want some play in the rack side and tight in the pivot.

Option 2: Snip off 22mm of the paper clip [after the bend]. Drop through the rack and pivot. Then bend the exposed part up back over the pivot.

Pop the frame on the controller.

Slide the pivot on the stick. If you are forcing it something is wrong [backwards?]. Align the axis straight up and down. The stick should return to the neutral position when pushed to either extreme.

Center the wheel on the rack and press it into the bearing.

Model files

ps3_wheel.stl





ps3_frame.stl



ps3_lever.stl



ps3_pivot.stl



ps3_rack.stl

[Find source .stl files on Thingiverse.com](#)

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