



PS4 Case Adapter



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updated 25. 1. 2023 | published 25. 1. 2023

Summary

Makes gaming more accessible for people with Physical Disabilities.
Simulate an Retro Arcade cabinet

[Gadgets](#) > [Video Games](#)

Tags: [game](#) [nintendo](#) [gaming](#) [videogame](#) [controller](#) [ps4](#)
[gamepad](#) [xbox](#)

What It is?

It is a non-destructive case adapter for PS4 controller with large buttons spread apart.

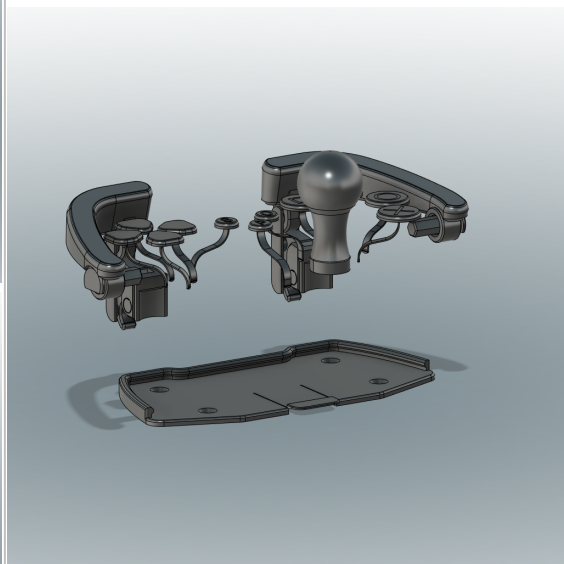
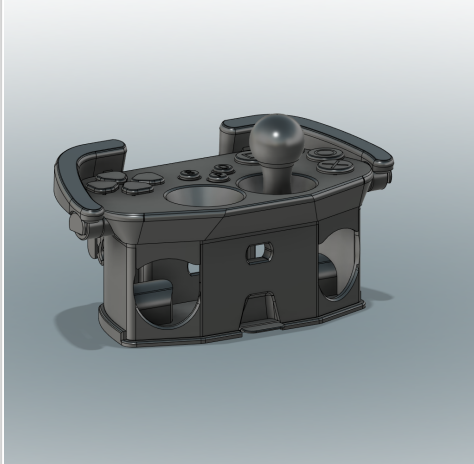
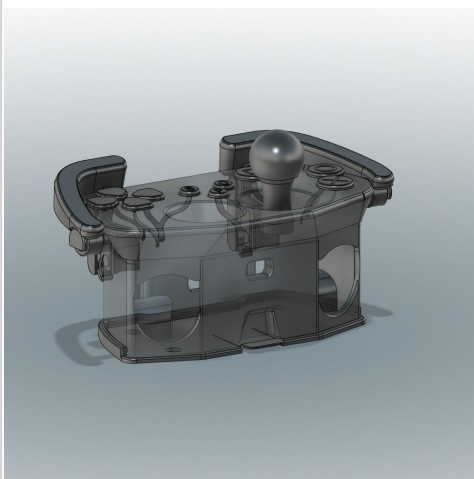


The large Joysticks and extra add-ons facilitate playing


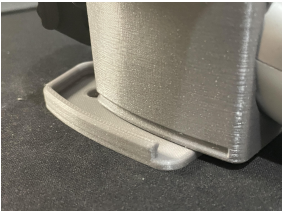








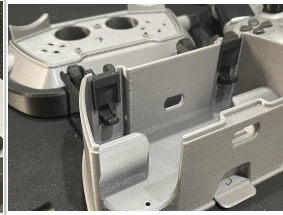



How It Works!

When the button is pressed the “button tail” transfer the force to the controller. The tail works as a push rod and as a spring. It Works, I have test it!



Features

Secured Base		
For me, the most valuable feature is the low profile “Dock” attachment, It properly secures the controller to the table so there is no need to hold it.		
		
Four holes to secure it	Push in to click-lock	Push down to unlock
Double Joystick for Assisted playing		
<p>Maybe you need a little help to play, or a joystick extension could help.</p> <p>Also, have some fun and laughs with your friends.</p>		
		
Swivel connection on left	Use it upside down	Or without swivel
Trigger buttons locations		
<p>Each trigger button, left and right, is activated by pushing down the side bumper.</p> <p>Remember that you can not feed a specific button to make more room for the others and customize it for your needs.</p> <p>Note: buttons over the triggers are not part of this version.</p>		

		
Wide bump	Little force needed to push	Strong and reliable
Joystick Custom Designs		
<p>Each type of physical limitation calls for a different joystick design. I plan to create many, many designs to accommodate each need.</p> <p>PLEASE, send me you need / idea!</p>		
		
Ring Joystick	Easy swap	Pick your game style.
Swapping controllers		
<p>The snap connection between “Face” and “Case” facilitated getting controller in and out.</p> <p>Swivel the face as shown.</p>		



facing you, remove ball



Open up



Reverse for closing

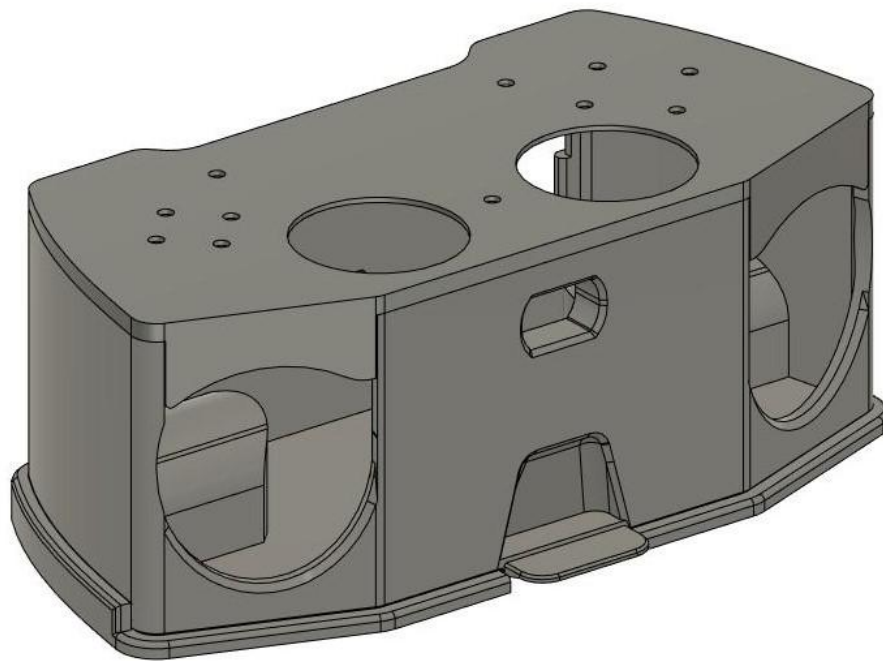




Well... there was a lot of testing to get to this point, I hope it is useful to you, Thanks

For Fusion360 Designers Only.

This contest is meaningful and so is “[The Controller Project](#)”. So I would like to share part of my work in Fusion360 File Format,
Designers can start where I have stooped or modify it completely.
(The PS4 buttons off set is 1mm from face of model . The 03 center ones are +- 3.5mm from face.)



Printing and Building

Printing Settings

Important notes:

Fits on PRUSA mini

Use PETG for “button_tails”

Use PLA for “Joystick_base”

All pieces print without support required, one exception is “Dock” that will print fine with standard support.

How to Assemble

Feeding the Tails

This is for sure the hardest thing on this build.

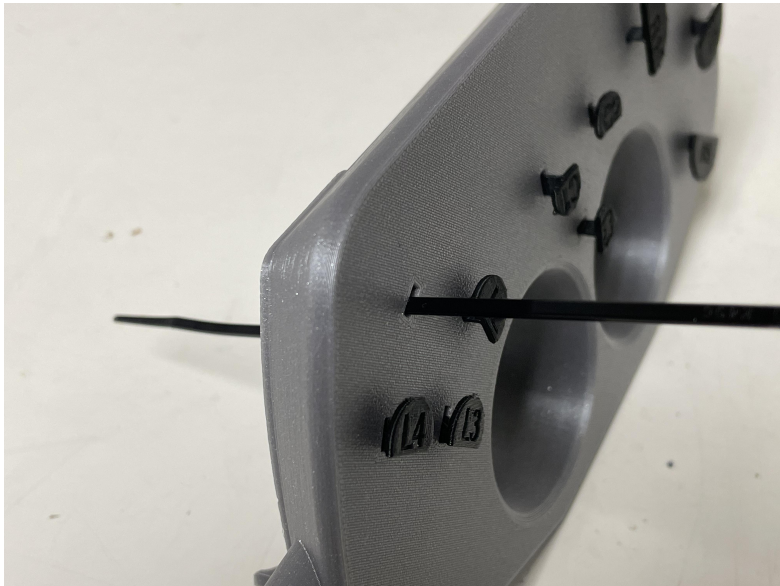
Feed each "Button_Tail" on its belonging hole (no swapping allowed), holding on both sides, feed it in little by little, back and forward if needed, progress until it shows up on the other side, it will sticks out 1mm.

The "Button_Tails" are only 0.65mm thick, the tunnel can be rough in some portions. You may need one or two extra tails to get it done correctly, hopefully not.





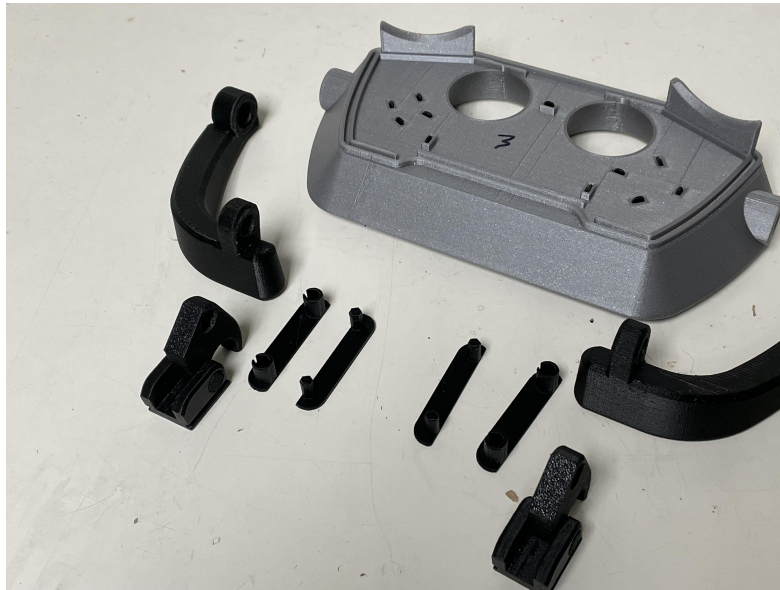
In case you get really stuck on a tunnel and the "Button_Tail" looks damage; use a zip tie to drive trough the tunnel and clear the blockage. Feed it on both side, move back and forward. All my tests had one tunnel that needed cleaning but at the end they work. Don't give up!



Triggers

Set all parts as the picture shows, connect the links on each side. The “Link” may need some gluing if your print is very accurate (0.2mm clearance on parts)

Slide each onto the case. Slap the “Face” into the “Case”, trigger side first.





Finish the triggers by feeding the “Shaft” into the side hole. This connection must go all the way in, use some masking tape to secure it properly and can be remove if needed (no glue please)



Buttons Faces

The “All_Buttons_Faces.3mf” contain letters and buttons.
There are many ways to print these, in your Prusa_Slicer toggle the visibility of the part on and off as you wish, print each color at the time (do not move any of them!).
Glue each “button_face” to its “button_tail”, parts should fit flush (hidden) push them together in place if needed.



Mounting the joystick

I guess no secret here, just follow the picture and finish the controller.

I use the changing color feature in PRUSA_Slicer.





Model files



Prusa Tray and Settings

7 files



dock.3mf



case.3mf



face.3mf



triger.3mf



joystick.3mf



buttontails.3mf



all_button_faces.3mf



3mf Raw Files

56 files



trigershafttr.3mf



trigerlink1r.3mf



triggeralt_l2.3mf



triggeralt_r2.3mf



triggerpusherl.3mf



triggeralt_r3.3mf



triggeralt_l1.3mf



triggeralt_r1.3mf



triggerbumperl.3mf



triggerpusherr.3mf



triggeralt_l3.3mf



triggerlink2r.3mf



trigershaftl.3mf



trigerlink2l.3mf



trigerbumperr.3mf



trigerlink1l.3mf



case.3mf



face.3mf



dock.3mf



joystickbase2.3mf



joystickbase1.3mf



joystickdouble2.3mf



joystickboll.3mf



joystickdouble3.3mf



joystickring.3mf



joystickdouble1.3mf



joystickshort.3mf



buttonletterc3.3mf



buttontailc1.3mf



buttonfacer1.3mf



buttonfacer2.3mf



buttonfacec3.3mf



buttonfacer3.3mf



buttontailr2.3mf



buttonfacec2.3mf



buttonletterc2.3mf



buttonletterr3.3mf



buttonletterr4.3mf



buttontailr3.3mf



buttonfacel4.3mf



buttonfacel3.3mf



buttontailr1.3mf



buttonletterr1.3mf



buttontail3.3mf



buttontail4.3mf



buttontailc2.3mf



buttonfacec1.3mf



buttonfacel2.3mf



buttontail1.3mf



buttonfacer4.3mf



buttonfacel1.3mf



buttonletterc1.3mf



buttontailc3.3mf



buttonletterr2.3mf



buttontailr4.3mf



buttontailI2.3mf



Fusion360 Designers Only

2 files



ps4.3mf



ps4casing.f3d

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