

PUBLIC TEST · BUILD 42 · 1.2.0

CSR / CLEARVIEW CONTROLLER FRAMEWORK

The Faded pad standard for Knox County



Load this mod first. Common Sense Reborn and Faded's ClearView UI do not depend on it. Enable it when you want every custom panel to show what to press. Glyph pack defaults to Faded. Rumble and aim assist stay off until you turn them on.

What this is

Project Zomboid already speaks controller. Custom mods often do not. They open a window, eat the pad, and never draw A / B / X / Y. That is the gap. This framework sits underneath CSR, ClearView, and any other window that opts in. It paints Faded glyphs, a prompt bar, and a focus ring, then hands the pad back to the world when you close.

It does not remap your B42 binds. Interact, Close Panel, Inventory, and Interact Options still win. Xbox names in this guide are labels. PlayStation, Steam Deck, and the Faded pack swap art automatically under Options → Mods → CSR/ClearView Controller.

Enable

1. Enable CSR/ClearView Controller Framework above CSR and ClearView.
 2. Options → Mods → CSR/ClearView Controller.
 3. Glyph pack defaults to Faded. Rumble and aim assist stay off until you turn them on.
- Client UI only. No save data. Safe to add or remove.

Base controls

World — no UI focus

Vanilla. This mod does not rewrite walk, aim, attack, or interact in the world.

Control	Typical action
Left stick	Walk / run
Right stick	Aim / look
A / Interact	World interact
B / Cancel	Cancel, smash, drop (your bind)
X / Interact Options	Context / options
Y / Inventory	Inventory / loot
LB / RB	Climb, smash, firearm radial, or container cycle
Start	Pause
Back	Hold for the Back radial

Any adopted window

Control	Action
D-pad	Move focus between buttons, lists, tabs
A / Interact	Confirm, select, press the focused control
B / Close or Cancel	Close the window or back out
X / Interact Options	Extra only if that window mapped one
Y / Inventory	Extra only if mapped (favorite in craft)
LB / RB	Previous / next tab — only if the window has tabs
Start	Pause, even with a menu open
Back	Vanilla Back-wheel. Not stolen.

Build / furniture ghost

Control	Action
D-pad	Move the ghost
A	Place
B	Cancel and return to the panel
Rotate bind	Rotate. Mouse heading is ignored so it does not snap back.

Common Sense Reborn

CSR already closed panels with B and confirmed with A. It did not show the glyphs. That is the Discord complaint this mod answers. Object chrome — BBQ, oven, microwave, generator, fluid, plant, butcher, hutch, livestock, mechanics, fitness, garment, search, literature — now publishes a prompt bar and paints the header close as B.

Control	CSR object chrome
D-pad	Header buttons, lists, slots
A	Primary: power, light, pour, OK, add
B	Close. Header X carries the B glyph.
X	Mapped extras: fluid swap, hutch door
Y	Mapped extras: hutch clean, livestock add
LB / RB	Tabs on literature / hutch-style windows only

Square icon buttons that never drew a pad glyph get a corner overlay. Claims, journal, clipboard, bath, antibodies, equipment, and prefs use the universal A / B map. CSR does not require this mod. Mouse and vanilla pad still work without it.

Inventory extras

Control	Action
X	Context on the highlighted backpack
LT / RT	Previous / next container
Y	Favorite the focused recipe in craft / build / bench

ClearView UI

ClearView already owns unified inventory navigation. This framework does not steal that focus. It paints Faded glyphs and rings and keeps ClearView's own A / B / X / Y strings.

Unified inventory / loot

Control	Action
D-pad	Items, containers, tool bars
A	Use / open. Hold matches the 500 ms mouse-hold contract.
B	Close / release
X / Y / LB / RB	As ClearView already defined

Object panel, inspect, storage

Control	Action
A	Select / Use / Choose
B	Close
LB / RB	Previous / next tab on the object panel
D-pad	Tabs and in-panel lists

Filter and split-stack windows get A confirm / B close if they were missing a prompt bar. ClearView does not require this mod.

Why this is the standard

Other pad addons patch one menu, hardcode Xbox A, or dump you into a mouse-only placement cursor. This one is a contract: semantic binds, Faded glyphs on the vanilla prompt path, honest labels (no fake bumper prompts on tabless windows), world-cursor handoff that returns the panel, radial submenu double-fire guard, pause while menus are open, and an API other mods can call without taking a hard dependency.

Options of note

Option	Default	Notes
Glyph pack	Faded	Follow game / Xbox / PlayStation / Steam Deck
Pause while menus are open	On	Start still pauses
Radial submenu guard	On	Stops D-pad double-fire on category wheels
World placement handoff	On	Ghost gets the pad, then the panel returns
Rumble	Off	Damage / hits / swings if the build exposes a motor
Aim assist	Off	Soft snap while already aiming a firearm. Never forces aim.
Yield to CSI	On	Skips overlapping wraps if CSI is loaded

Other mods

Authors opt in. They do not have to list this as a required mod.

```
CVCF.adopt(panel, playerNum, { prompts = { A = "Pour", B = "Close" } })
CVCF.registerPrefix("MyMod_")
```



Public test. Report CSR object-panel prompts, ClearView inventory, and vanilla world glyphs.