GC EXTENMOTE

1. button mappings

To the wiimote, the adapter appears to be a standard Classic controller. Based on game specific button assignments, the following mappings were developped to accomodate a variety of games.

To enable a specific mapping, press down the corresponding Activation combination.

GC	WII MAPPINGS				
	0	1	2	3	4
Start	+	+	+	+	+
A	A	B	A	ZR	B
B	B	Y	B	A	Y
X	X	A	X	B	A
Y	Y	X	Y	X	X
L	L	L	ZL	ZL	L
R	R	R	ZR	Y	R
Z	ZL & ZR	-	R	B	ZR
D-Up	D-Up	D-Up	D-Up	D-Up	D-Up
D-Down	D-Down	D-Down	D-Down	D-Down	D-Down
D-Left	D-Left	D-Left	D-Left	D-Left	D-Left
D-Right	D-Right	D-Right	D-Right	D-Right	D-Right
Main Stick	Left stick	Left stick	Left stick	Left stick	Left stick
C Stick	Right stick	Right stick	Right stick	Right stick	Right stick
ACTIVATION	A+B+X+Y+D-Up	A+B+X+Y+D-Down	A+B+X+Y+D-Left	A+B+X+Y+D-Right	A+B+X+Y+Z+C-Left
GAMES	Mario Kart Wii	Snes virtual console games	Sonic & All-Stars transformed for the Wii U and others	Sonic & All-Stars transformed for the Wii U and others	For Devolution

2. hint

The selected mapping and response curve are stored in the adapter and automatically recalled when the adapter powers up.

No need to reconfigure each time!