



## GC EXTENMOTE

Document rev.1 for adapter v1.5

### 1. button mappings

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

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

MAPPING 0		MAPPING 1		MAPPING 2		MAPPING 3	
GC	Wii	GC	Wii	GC	Wii	GC	Wii
Start	+	Start	+	Start	+	Start	+
A	A	A	B	A	A	A	ZR
B	B	B	Y	B	B	B	A
X	X	X	A	X	X	X	B
Y	Y	Y	X	Y	Y	Y	X
L	L	L	L	L	ZL	L	ZL
R	R	R	R	R	ZR	R	Y
Z	ZL&ZR	Z	-	Z	R	Z	B
D-Up	D-Up	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-Down	D-Down
D-Left	C-Left	D-Left	C-Left	D-Left	C-Left	D-Left	C-Left
D-Right	C-Right	D-Right	C-Right	D-Right	C-Right	D-Right	C-Right
Main Stick	Left-Stick	Main Stick	Left-Stick	Main Stick	Left-Stick	Main Stick	Left-Stick
C-Stick	Right-Stick	C-Stick	Right-Stick	C-Stick	Right-Stick	C-Stick	Right-Stick
ACTIVATION		ACTIVATION		ACTIVATION		ACTIVATION	
A+B+X+Y+Dpad-Up		A+B+X+Y+Dpad-Down		A+B+X+Y+Dpad-Left		A+B+X+Y+Dpad-Right	
GAMES		GAMES		GAMES		GAMES	
Mario Kart Wii VC Games		Snes Virtual Console games		Sonic & All-Stars Transformed		Sonic & All-Stars Transformed	

### 2. important

The analog function of the L and R sliders is not implemented.

### 3. hint

The selected mapping is stored in the adapter and automatically recalled when the adapter powers up.

No need to reconfigure each time!

