

Document rev.1 for adapter v1.5

1. button meppings

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.

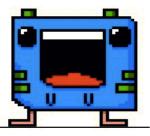
To enable a specific mapping, press down the corresponding Activation combination.

neppingo		Mapp	MAPPING A		MAPPING 2			Mappings		
GC	Wii	GC	Wii		GC	Wii		GC	Wii	
Start A	+ A	Start A	+ B		Start A	+ A		Start A	+ ZR	
B	B	B	Ŷ		B	B		B	A	
x	x	x	Å		X	x		X	B	
Ŷ	Ŷ	Ŷ	x		Ŷ	Ŷ		Ŷ	x	
i i	i i	Ĺ	î		Ĺ	ZL		Ĺ	ZL	
R	R	R	R		R	ZR		R	Ŷ	
Z	ZL&ZR	Z	-		Z	R		Z	В	
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-Righ t	C-Right	D-Righ l	C-Right		D-Right	C-Right		D-Right	C-Right	
Main Stick	Left-Stick	Main Stick	Left-Stick		Main Stick	Left-Stick	l l	Main Stick	Left-Stick	
C-Stick	Right-Stick	C-Stick	Right-Stick		C-Stick	Right-Stick		C-Stick	Right-Stick	
activation		activ	activation		activation		F	activation		
A+B+X+Y+Dpad-Up		A+B+X+Y+	A+B+X+Y+Dpad-Down		A+B+X+Y+Dpad-Left		4	A+B+X+Y+Dpad-Righ 1		
GAMES		 GA	GAMES		GAMES		F	GAMES		
Mario Kart Wii		Spac Vint	Snes Virtual Console		Sonic & All-Stars			Sonic & All-Stars		
VC Games			games		Transformed			Transformed		
		- ga				or nicu				
z. important z. hint										

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

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

No need to reconfigure each time!



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