



N64 EXTENMOTE

Document rev.1.2 for adapter v1.5 20130201

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 developed to restore or be as close as possible to the original N64 game button usage.

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

MAPPING 0		MAPPING 1		MAPPING 2		MAPPING 3		MAPPING 4		MAPPING 5	
N64	Wii	N64	Wii	N64	Wii	N64	Wii	N64	Wii	N64	Wii
A	A	A	A	A	A	A	A	A	A	A	A
B	B	B	B	B	B	B	B	B	B	B	B
Start	+	Start	+	Start	+	Start	+	Start	+	Start	+
L	L	L	ZR & ZL	L	D-Down	L	D-Down	L	ZR & ZL	L	L
R	R	R	R	R	R	R	ZR & ZL	R	R	R	R
Z	ZR & ZL	Z	L	Z	L	Z	L & R	Z	L	Z	L
D-Up	D-Up	D-Up	D-Up	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-Down	D-Down	D-Down	D-Down
D-Left	D-Left	D-Left	D-Left	D-Left	D-Left	D-Left	D-Left	D-Left	D-Left	D-Left	D-Left
D-Right	D-Right	D-Right	D-Right	D-Right	D-Right	D-Right	D-Right	D-Right	D-Right	D-Right	D-Right
C-Up	C-Up	C-Up	C-Up	C-Up	C-Up	C-Up	C-Up	C-Up	N/A	C-Up	C-Up
C-Down	C-Down	C-Down	C-Down	C-Down	C-Down	C-Down	C-Down+X	C-Down	N/A	C-Down	C-Down
C-Left	C-Left	C-Left	C-Left	C-Left	C-Left	C-Left	C-Left+Y	C-Left	Y	C-Left	C-Left
C-Right	C-Right	C-Right	C-Right	C-Right	C-Right	C-Right	C-Right	C-Right	X	C-Right	C-Right
ACTIVATION		ACTIVATION		ACTIVATION		ACTIVATION		ACTIVATION		ACTIVATION	
L+R+Z+D-Up		L+R+Z+D-Down		L+R+Z+D-Left		L+R+Z+D-Right		L+R+Z+C-Up		L+R+Z+C-Down	
GAMES		GAMES		GAMES		GAMES		GAMES		GAMES	
Mario 64, Kirby 64, Mario Tennis 64		Mario Kart 64, Mario Kart Wii, Mario Party 2		Ocarina of time, Majora's mask, Paper Mario		Super Smash Bros		Sin and punishment		Ogre Battle 64, 1080 Snowboarding, Pokemon Snap, Starfox 64	

2. response curves

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

DEFAULT	ALTERNATE
L+R+Z+A	L+R+Z+B

3. 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!

