



N64 EXTENMOTE

Document rev.1.3 for adapter v1.6 and up

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.

N64	WII MAPPINGS							
	0	1	2	3	4	5	6	7
A	A	A	A	A	A	A	A	A
B	B	B	B	B	B	B	B	B
Start	+	+	+	+	+	+	+	+
L	L	ZR & ZL	D-Down	D-Down	ZR & ZL	L	D-Right	ZR & ZL
R	R	R	R	ZR & ZL	R	R	R	R
Z	ZR & ZL	L	L	L & R	L	L	L	X & Y
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-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
C-Up	C-Up	C-Up	C-Up	C-Up	N/A	C-Up	N/A	C-Up
C-Down	C-Down	C-Down	C-Down	C-Down+X	N/A	C-Down	X	C-Down
C-Left	C-Left	C-Left	C-Left	C-Left+Y	Y	C-Left	Y	C-Left
C-Right	C-Right	C-Right	C-Right	C-Right	X	C-Right	ZR & ZL	C-Right
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	L+R+Z+C-Left	L+R+Z+C-Right
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	Orgre Battle 64 1080 Snowboardin Pokemon Snap Statfox 64	F-Zero X	Yoshi's Story

2. response curves

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



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!

