

Old method for defining pre-set Wiimote profiles (Batocera v34 and below)

In Batocera **v35** and above, the pre-set emulated Wiimote (and optional Nunchuck) profiles can be selected from the advanced system options (or per-game options) for the Wii in EmulationStation. In previous versions of Batocera, this can only be invoked by manually renaming the game file.

If you haven't already, ensure that your `batocera.conf` file in `/userdata/system/` (or `system` in the SHARE NFS network drive) contains `wii.emulatedwiimotes=1`. This can be set to "ON" in some versions of Batocera via ES instead.

```
## wiimotes
## real wiimotes must not be paired with batocera.linux system so that
they can work with the wii emulator
## set emulatedwiimotes to 1 to emulate wiimotes with standard pads
wii.emulatedwiimotes=1
```

Removing the `#` at the line start will 'uncomment' the line.

Now your controllers will be recognized like **Wiimotes** to play games, but if you try games like **Super Mario Galaxy** or **New Super Mario Bros** you will be stuck when it will ask you to connect a Nunchuk or to shake/swing your Wiimote (to fly with your hat in New Super Mario Bros or to twist in Super Mario Galaxy). To be able to use such functionalities with your standard pad, you need to use the pre-built modifications (see further down).

Default key mapping

Below is the default key mapping for Dolphin/Wii games. This is as if you are using a Wiimote in **vertical orientation**.

Key	Wii Function	Key	Wii Function	Key	Wii Function	Key	Wii Function
x	Buttons/2	y	Buttons/1	a	Buttons/B	b	Buttons/A
l1/pageup	Buttons/-	l2/pagedown	Buttons/+	select	Buttons/Home	start	
joystick1up	IR/Up	joystick1left	IR/Left	joystick1down	IR/Down	joystick1right	IR/Right
joystick2up	Tilt/Forward	joystick2left	Tilt/Left	joystick2down	Tilt/Down	joystick2right	Tilt/Right

But playing with your gamepad in vertical orientation is really crappy...

Pre-built modifications

Pre-built modifications have been baked into the configuration utility in order to support various games and remote orientation, functionalities (like tilt/swing) and Nunchuk emulation. In order to use these modifications you need to **rename** the ROM file to include one of the following extensions in

the filename, as described below. You need to change the ROM filename, like for example **New Super Mario Bros.side.iso** or **Super Mario Galaxy.ns.iso**.

.side.

Enables the controller to operate as a **sideways wiimote**. The following changes to the default configuration are enabled:

Key	Wii Function	Key	Wii Function	Key	Wii Function	Key	Wii Function
x	Buttons/B	y	Buttons/A	a	Buttons/1	b	Buttons/2

.cc.

Enables the controller to operate as a **classic controller**. The game must support the classic controller. The following changes to the default configuration are enabled:

Key	Wii Function	Key	Wii Function	Key	Wii Function	Key	Wii Function
x	Buttons/X	y	Buttons/Y	a	Buttons/A	b	Buttons/B
select	Buttons/-	start	Buttons/+	l1/pageup	Triggers/L	r1/pagedown	Triggers/R
l2	Buttons/ZL	r2	Buttons/ZR				
up	Classic/D-Pad/Up	down	Classic/D-Pad/Down	left	Classic/D-Pad/Left	right	Classic/D-Pad/Right
joystick1up	Classic/Left Stick/Up	joystick1down	Classic/Left Stick/Left	joystick2up	Classic/Right Stick/Up	joystick2left	Classic/Right Stick/Left

.<left stick profile><right stick profile>.

Enables the controller to operate with the left joystick as function represented by the first character and the right joystick functioning as represented by the second character. The options are as follows:

Code	Function	Description
i	infrared	Infrared Options. In this option, the selected joystick will act as if you were moving the infrared around
s	swing	In this option, the selected joystick will act as if you were swinging it in the direction you're pushing the joystick
t	tilt	In this option, the selected joystick will act as if you were tilting it in the direction you're pushing the joystick
n	nunchuk	In this option, the selected joystick will act as the joystick on the nunchuk and l2 = C and r2 = Z

Examples:

- **Super Mario Galaxy.ni.iso** would have the left stick act as the nunchuk and the right stick act as the infrared sensor.
- **Wii Sports.is.iso** would have the left stick act as the infrared sensor and the right stick act as though you were swinging the Wiimote.
- **Marble Blast Ultra.nt.iso** would have the left stick act as the nunchuk and the right stick act as though you were tilting the Wiimote.

Custom (no extension change)

Create an additional CFG file placed in the same directory as the ROM itself to be able to custom configure the controls. The file name needs to be named the same as the ROM with .cfg added to the end.

Available Batocera Retropad controls:

- 'a'
- 'b'
- 'x'
- 'y'
- 'pageup'
- 'pagedown'
- 'l2'
- 'r2'
- 'select'
- 'start'
- 'up'
- 'down'
- 'left'
- 'right'
- 'joystick1up'
- 'joystick1down'
- 'joystick1left'
- 'joystick1right'
- 'joystick2up'
- 'joystick2down'
- 'joystick2left'
- 'joystick2right'

Functions are laid out in the [<Controller>]/<Input type>/<Input value> syntax. If no controller is specified, the Wiimote is assumed. Available functions:

Controller	Button input type	Motion input type	Stick input type	IMU input type
'Wiimote/<Buttons D-Pad IR Tilt Swing>'	'Buttons/A'	'IR/Up'	'Main Stick/Up'	'IMUGyroscope/Pitch Up'
'Nunchuck/<Buttons Stick>'	'Buttons/B'	'IR/Down'	'Main Stick/Down'	'IMUGyroscope/Pitch Down'
'Classic/<Buttons Left Stick Right Stick>'	'Buttons/1'	'IR/Left'	'Main Stick/Left'	'IMUGyroscope/Roll Left'
	'Buttons/2'	'IR/Right'	'Main Stick/Right'	'IMUGyroscope/Roll Right'
	'Buttons/-'	'Tilt/Forward'	'Left Stick/Up'	'IMUGyroscope/Yaw Left'
	'Buttons/+'	'Tilt/  Fix Me!'	'Left Stick/Down'	'IMUGyroscope/Yaw Right'
	'Buttons/Home'	'Tilt/Left'	'Left Stick/Left'	'IMUIR/Recenter'
	'D-Pad/Up'	'Tilt/Right'	'Left Stick/Right'	'IMUAccelerometer/Left'

Controller	Button input type	Motion input type	Stick input type	IMU input type
	'D-Pad/Down'	'Swing/Up'	'Right Stick/Up'	'IMUAccelerometer/Right'
	'D-Pad/Left'	'Swing/Down'	'Right Stick/Down'	'IMUAccelerometer/Forward'
	'D-Pad/Right'	'Swing/Left'	'Right Stick/Left'	'IMUAccelerometer/Backward'
	'Buttons/Hotkey'	'Swing/Right'	'Right Stick/Right'	'IMUAccelerometer/Up'
	'Buttons/C'	'Shake/X'	'Stick/Up'	'IMUAccelerometer/Down'
	'Buttons/Z'	'Shake/Y'	'Stick/Down'	
		'Shake/Z'	'Stick/Left'	
			'Stick/Right'	

More syntax can be found on [Dolphin wiki's controller INI page](#).

For example, to create a custom controller profile for New Super Mario Bros.iso in /userdata/roms/wii, the following file should be placed in /userdata/roms/wii:

New Super Mario Bros.iso.cfg

```
'r2': 'Shake/Z'
'pageup': 'Tilt/Left'
'pagedown': 'Tilt/Right'
'select': 'Buttons/- '
'start': 'Buttons/+'

```

NEW: From the **5.26+ (beta 14/04/2020)** you can now **SHAKE** in game with **L2** Key, for example to play New Super Mario World while using **.side**. Wiimote orientation.

Classic Controller compatible games list

The following Wii games are compatible with the Classic Controller, and you can play them with this patch.

```
Blast Works: Build Trade Destroy
Bleach: Versus Crusade
Call of Duty: Black Ops
Call of Duty: Modern Warfare 3
Castlevania Judgment
Dokapon Kingdom
Dragon Ball Z: Budokai Tenkaichi 2
Dragon Ball Z: Budokai Tenkaichi 3
Fifa 09
Fifa 10
Fifa 15
Final Fantasy Crystal Chronicles: Echoes of Time
Fire Emblem: Radiant Dawn

```

Geometry Wars Galaxies
G.I. Joe: The Rise of Cobra
Grim Adventures of Billy & Mandy, The
Guilty Gear XX Accent Core
Harvest Moon: Tree of Tranquility
Kirby's Dream Collection
Mario Kart Wii
MLB Power Pros
MLB Power Pros 2008
Mortal Kombat: Armageddon
Monster Hunter Tri
Muramasa: The Demon Blade
MySims Racing
Naruto: Clash of Ninja Revolution 1
Naruto Shippuden: Clash of Ninja Revolution 3
Naruto Shippuuden Gekitou! Ninja Taisen EX
Naruto Shippuuden Gekitou! Ninja Taisen EX2
Naruto Shippuuden Gekitou! Ninja Taisen EX3
Need for Speed: Undercover
Newer Super Mario Bros Wii [HACK]
NHL 2k10
NiGHTS: Journey of Dreams
No More Heroes 2
Opoona
Pro Evolution Soccer 2009
Rampage: Total Destruction
Resident Evil Archives: Resident Evil
Resident Evil 4 Wii Edition
Rune Factory Frontier
Samurai Shodown Anthology
Sengoku Basara: Samurai Heroes
SNK Arcade Classics Vol. 1
Sonic Colors
Sonic Unleashed
SpongeBob's Truth or Square
Super Mario Kart Wii
Super Smash Bros. Brawl
Taiko No Tatsujin
Tatsunoko vs. Capcom: Cross Generation of Heroes
Teenage Mutant Ninja Turtles: Smash-Up
Tetris Party Deluxe
The Last Story
TNA Impact
Ultimate Shooting Collection
WWE SmackDown vs. Raw 2010
Victorious Boxers Revolution
Virtual Console Games
Pro Evolution Soccer 2010 ???????
Xenoblade Chronicles
Zhu Zhu Pets: Featuring the Wild Bunch

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