

Wiimote 1 Wiimote 2 Wiimote 3 Wiimote 4

Device

Input/0/X360Controller

Refresh

Reset

Default

Clear

Profile

original

Load

Save

Delete

Buttons

A

`Button 1`

B

`Axis Z-+`

1

`Button 3`

2

`Button 4`

-

`Button 10`

+

`Button 9`

Home

`Axis 16+`

Threshold 50

A B 1 2 - + H

UDP Wiimote

Configure

IR

Up

`Axis Y-`

Down

`Axis Y+`

Left

`Axis X-`

Right

`Axis X+`

Forward

Backward

Hide

Center

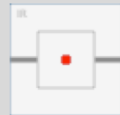
50

Width

50

Height

50



Swing

Up

Down

Left

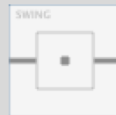
Right

Forward

Backward

Dead Zone

0



Tilt

Forward

Backward

Left

Right

Modifier

Dead Zone

0

Circle Stick

0

Angle

90



Shake

X

`Axis Rz-+`

Y

`Axis Rz-+`

Z

`Axis Rz-+`

Threshold 50

X Y Z

Extension

Nunchuk

Configure

Rumble

Motor

D-Pad

Up

`Button 12`

Down

`Button 13`

Left

`Button 14`

Right

`Button 15`

Threshold 50

U D L R

Options

- ☐ Background Input
- ☐ Sideways Wiimote
- ☐ Upright Wiimote

Cancel

OK

Nunchuk

Buttons

C

`Button 5`

Z

`Button 6`

Threshold

C Z

Stick

Up

`Axis Y-`

Down

`Axis Y+`

Left

`Axis X-`

Right

`Axis X+`

Modifier

`Button 7`

Radius

Dead Zone

Square Stick



Swing

Up

Down

Left

Right

Forward

Backward

Dead Zone



Tilt

Forward

Backward

Left

Right

Modifier

Dead Zone

Circle Stick

Angle



Shake

X

`Axis Rz-+`

Y

`Axis Rz-+`

Z

`Axis Rz-+`

Threshold

X Y Z

OK