

Wireless Sensor DolphinBar

**Instruction Manual**



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## Introduction

The Wireless Sensor DolphinBar is a peripheral that can connect your Wii Remote Plus Controller to your PC via Bluetooth. It also supports the Wii Nunchuk controller and Wii Classic Controller and operates with up to four working modes.

This user manual is intended to instruct you in how to operate your DolphinBar, **keep it for further reference as it details the DolphinBar's default button mapping configurations.**

## Features

- Connects to your PC via its integrated Bluetooth receiver. No dongle needed.
- Supports Wii Remote Plus controllers (model RVL-CNT-01-TR).
- Supports Dolphin emulator version 4.0 (build 2241) and above.
- Cursor anti-shaking function.
- Allows for all gameplay modes, such as Controller, Light Gun and Racing Wheel.
- Works as a normal keyboard and mouse.
- Works as a remote controller for media controls on your PC.
- Supports vibration and force feedback.
- Supports up to four Wii Remote, Wii Remote Plus (with or without Wii Nunchuk controller), and Wii Classic Controllers simultaneously.

## Working modes

### **Keyboard and mouse mode** (LED 1)

This is the default mode. You can use only the Wii Remote **as a mouse and use a virtual keyboard to type.**

### **Keyboard and mouse gaming mode** (LED 2)

This mode allows for the use of the Wii Remote and Nunchuk or Wii Classic Controller as controllers **for a PC game optimized for mouse and keyboard.**

### **Game controller mode** (LED 3)


This mode allows for the use of the Wii Remote and Nunchuk or Wii Classic Controller as controllers **for a PC game optimized for a controller or joypad.**

### **Wii emulation mode** (LED 4)

This mode allows for the use of up to four Wii Remote and Nunchuk and/or Wii Classic Controller combinations as **controllers for use in Wii games through emulation with the Dolphin emulator**, hence the name of this product.

## LED & switch instructions

### SYNC button and LED 0

For the initial sync, **press the  SYNC button on the Wireless Sensor DolphinBar itself and on the bottom of your controller.** You'll find that the four blue LEDs found in the controller and the LED 0 found in the Wireless Sensor DolphinBar will flash quickly. Once the sync process is complete, the LED on the Wireless Sensor DolphinBar and your controller will stay lit. **LED 0 communicates the connection status in three ways:**

#### **LED 0 flashes slowly.**

*Unable to connect to the Wii Remote controller.*

#### **LED 0 stays lit.**

*Wii Remote connected successfully to the Wireless Sensor DolphinBar.*





#### **LED 0 flashes quickly.**

*The Wireless Sensor DolphinBar is looking for Wii Remotes to pair.*

### **MODE button and LED 1, LED 2, LED 3, LED 4**

Switch through four different modes by pressing the MODE button in the Wireless Sensor DolphinBar. For available modes, their functions and respective LED numbers, refer to the **Working modes** section.

You can also switch through these modes by using **Wii Remote key combinations**:

- Keyboard and mouse mode** DEFAULT  + **DOWN**
- Keyboard and mouse game mode**  + **LEFT**
- Game controller mode**  + **UP**
- Wii Remote controller emulation mode**  + **RIGHT**

### **TOP / BOTTOM switch**

You can tell the Wireless Sensor DolphinBar **if it's on TOP of the monitor or at its BOTTOM** by changing between these two options with the switch located on its back (photo for reference).




## Using working modes

### Keyboard and mouse mode LED 1 on the DolphinBar

This mode supports one Wii Remote at once. **The Wii Nunchuk and Wii Classic Controller are not supported in this mode.** The Wii Remote controller will enter Sleep mode automatically after 10 minutes of inactivity. There are two statuses for this mode:

**Normal Keyboard and Mouse** status (for normal PC usage), and

**Multimedia** status (optimized for media playback.)

You can switch between them with the  + **DOWN** key combination.

### Normal Keyboard and Mouse status

**LED 1** and **2** on the Wii Remote light up in this mode.



**Wii Remote Controller**

Pointing the controller



**Keyboard & mouse equivalent**

Moving the mouse cursor



Scroll up



Scroll down

**Wii Remote Controller**

(cont.)



**Keyboard & mouse equivalent**



Shut the connection off.

### Multimedia status

**LED 1** and **3** on the Wii Remote light up in this mode.



**Wii Remote Controller**

Pointing the controller



**Keyboard & mouse equivalent**

Moving the mouse cursor



STOP

PREVIOUS

NEXT

PLAY / PAUSE

VOL -

VOL +

**Wii Remote Controller**

(cont.)



**Keyboard & mouse equivalent**

FORWARD

REWIND

Shut the connection off.



**Keyboard and mouse gaming mode** LED 2 on the DolphinBar

This mode supports the Wii Remote with or without the Wii Nunchuk connected.

The Wii Remote controller will enter Sleep mode automatically after 10 minutes of inactivity.

**Keyboard and mouse gaming mode**

LED 1 and 4 on the Wii Remote light up in this mode.



**Wii Remote Controller**

Pointing the controller



**Keyboard & mouse equivalent**

Moving the mouse cursor



**Wii Nunchuk Controller**



**Keyboard & mouse equivalent**















Shut the connection off.






**Game controller mode** LED 3 on the DolphinBar

This mode supports up to four *Wii Remote* with or without the *Wii Nunchuk* connected, and/or *Wii Classic Controllers*. The *Wii Remote* controller will enter Sleep mode automatically after 10 minutes of inactivity.

**Game controller mode**  
*Wii Remote-only layout.*

<b>Wii Remote Controller</b>						
<b>PC joypad equivalent</b>						
















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<b>Wii Remote Controller</b> (cont.)			 Gyroscope	
<b>PC joypad equivalent</b>		Left Joystick + or in-game camera	Left Joystick +	Shut the connection off.

### Game controller mode

Wii Remote + Nunchuk layout.



<b>Wii Remote Controller</b>	<i>Pointing the controller</i>								
<b>PC joypad equivalent</b>	<i>Right Joystick +</i>								<i>In-game camera</i>

<b>Wii Nunchuk Controller</b>				
<b>PC joypad equivalent</b>			<i>Left Joystick +</i>	<i>Shut the connection off.</i>

### Game controller mode

Wii Remote + Wii Classic Controller layout.



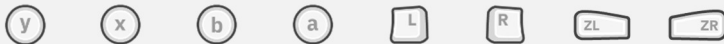
Wii Remote  
Controller



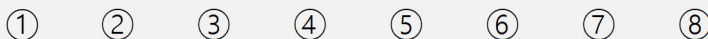
PC joypad  
equivalent



Wii Classic  
Controller

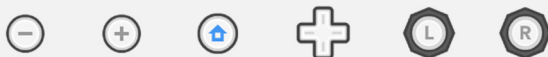


PC joypad  
equivalent

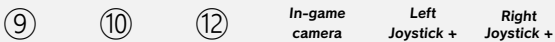


Wii Classic  
Controller

(cont.)



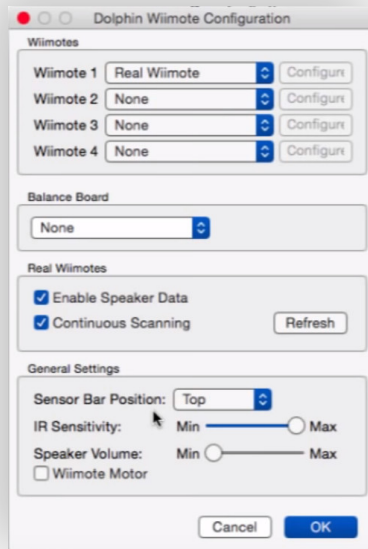
PC joypad  
equivalent



**Wii emulation mode** *LED 4 on the DolphinBar*

This mode supports up to four Wii Remote with or without the Wii Nunchuk connected, and/or Wii Classic Controllers. Enable this mode before pairing the controllers with your Dolphin emulator, as this is the only way to configure them. Once detected by the emulator, there is no configuration to be done, just sit back and play!

To pair your Wii Remote controller to the Dolphin emulator (version 4.0-2241 and above), open the Dolphin Controller Configuration dialog and select the **Real Wiimote** option in the slots according to the number of controllers you have synced to the DolphinBar.



Dolphin Controller Configuration dialog (running on macOS)

## **Firmware updates**

The Wireless Sensor DolphinBar, as many other hardware peripherals, relies on firmware updates to keep compatibility with the operating systems it supports, and with the Dolphin emulator itself. **You can check for updates with the MAYFLASH DolphinBar Upgrade Firmware tool** (for Windows XP, and above).

1. Download and run the tool from the MAYFLASH website (look for downloads labeled as **W010**):  
<http://www.mayflash.com/Support/Download/>
2. Press and hold the **⏏ SYNC** button on the DolphinBar and connect it to your PC via USB. Wait until Windows recognizes the new hardware.
3. Release the **⏏ SYNC** button. You'll find that the Update Firmware button in the tool is now enabled. Click this button to update.

**Do not disconnect the DolphinBar or turn off your PC while it's updating the firmware, it may render it unusable.**

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*This user manual intends to better instruct and illustrate on the operation of existing hardware, and is a recreation of an existing instruction manual included with the aforementioned product.*

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*MAYFLASH is a Limited Company from China, and the manufacturer of the Wireless Sensor DolphinBar.*

*The Dolphin Emulator is an open-source software project by the Dolphin Emulator Project Group.*

*Controller buttons by Nicolae Berbece (Xelu).*

*The 'Calamity Sans' typography by Lanny Heidbreder is a modified version of FONTWORKS' FOT-Rodin typeface.*

***This user manual has been redone by OSOALEX.***