Wii

Controllers for Dolphin

You have two choices to use controllers for playing Wii on Batocera.

- **Wiimote**: Use original Wiimote controllers with a **DolphinBar**, mandatory for most games that use movement sensors…
- **Gamepad**: Use standard gamepads with analog stick for games that can originally be played with Wii Classic Controller and GC Controller.

A **DolphinBar** is a wireless sensor that can connect your Wii remote controller to your PC by Bluetooth. It's easier to use than an extra Bluetooth dongle for pairing, and it includes the IR signal to make your Wii mote work. It also includes an anti-shake function when you emulate a mouse for Arcade shooting games.

The best one is the Mayflash Bar. Because they approached the Dolphin team and work with them, they were able to fix the bug that was preventing the **DolphinBar** from connecting with Dolphin. They also release some firmware update to improve the **DolphinBar**.

> ⚠️ Due to problems of the IR LEDs burning out from staying on too long, the v5 firmware released in late 2015 turns off the DolphinBar's IR LED lights when they are not needed, such as when no Wiimotes are connected or when the **DolphinBar** is in a mode where the pointer cannot be used. But unlike the old problematic sensor bars that turned off after a set time, the DolphinBar knows when the wiimote is being used, so it presents no problems. To anyone who hasn't updated their DolphinBars to a version with this feature, we definitely recommend that they do so.

Configuring Wiimote

It's really easy:

- Connect your **DolphinBar** with USB to your computer
- Press the right button to choose **MODE 4**, the Wii specific mode
- Press the left button to launch pairing
- Press the buttons **1 and 2** on your **Wiimote**
- The bar led stop to flash and on the **Wiimote** led 1 is now fixed

Repeat for each **Wiimote** the same things and you are ready to play, nothing more to do.

Bonus Mode 3

If you use the DolphinBar in **MODE 3**, it allows you to use a Wiimote, Wiimote + Nunchuk, or a Wii Classic Controller as a normal **GameCube** gamepad that you can configure in Batocera like any other pad. Mode 3 will work with all other emulators and can save you if you don't have any other controller. But, the Wiimote, Wiimote + Nunchuk, and Classic Controller have all different button assignments, even for things that seem obvious like the Dpad. If you plug or unplug a different device, you'll have to make adjustments to your controller configuration stored in Batocera because they have all the same name **HJZ Mayflash Wiimote PC Adapter**.

Configuring Gamepad

If you don't have any **Wiimote** and want to use a regular controller, it's possible but you will be limited to games already made for Wii Classic Controller and GC Controller.

Start with editing your `batocera.conf` file in `/userdata/system/` (or `system` in the SHARE NFS network drive)

batocera.conf

```
## 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
```

And remove the # at the line start (# is the comment marker).

Now your controllers will be recognized like **Wiimotes** to play games, but if you try one like **New Super Mario Bros** you will be stuck when it will ask you to shake your pad to fly with your hat. See further down for more information.

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 have been baked into the configuration utility in order to support various games and remote orientation. 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`.

- **.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

- **.XX.** - Enables the controller to operate with the left joystick representing the function represented by first character and the right joystick functioning as represented by the second. 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

- **Custom** - Additional configuration available on a per-game basis, mapping any of the possible keys to the keymappings in Dolphin. The file name needs to be named the same as the ROM

with .cfg added to the end. For example, to modify `New Super Mario Bros.iso`, a configuration file could look as follows:

[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.

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