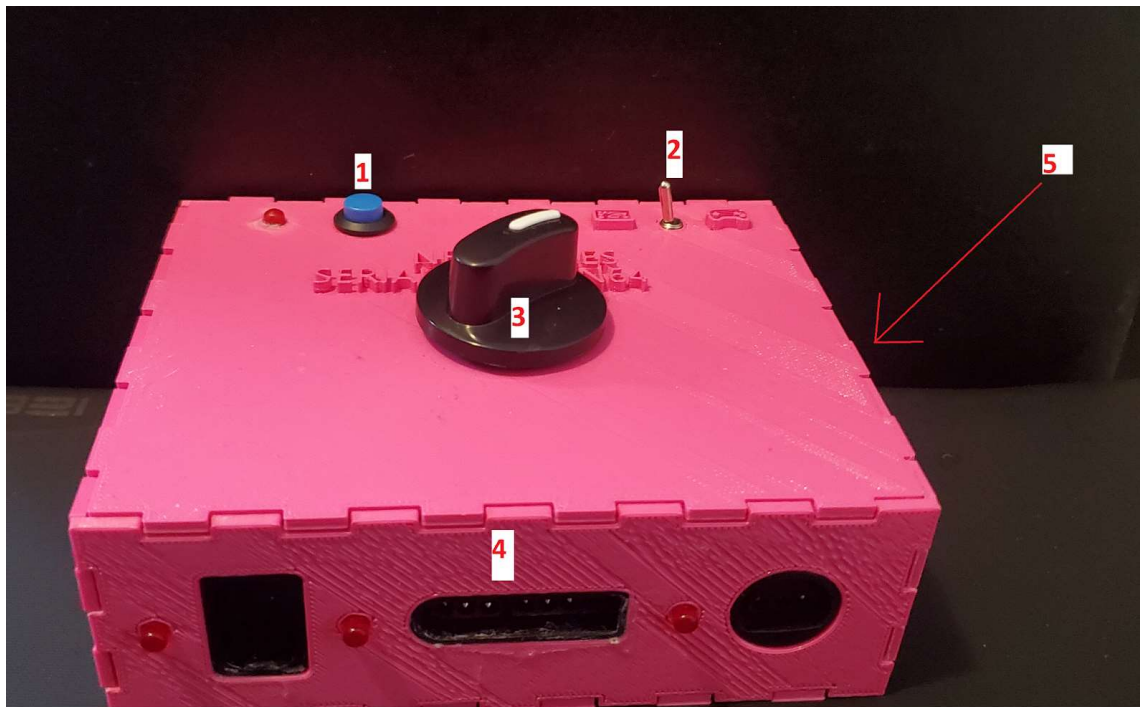# Retro Nintendo Controller Adapter and ccAdapterRemapper user manual.

## The hardware

### Overview (What's on the box)

The Retro Nintendo Controller Adapter (RNCA) has the following on it:

## 1. Reset button
- This is a direct reset button for the Arduino.

## 2. Output Mode Switch
- This switches what will be output from the device

## 3. 4 Position Rotary Dial
- Selects which controller is in use, or puts the device in serial mode for communications

## 4. NES, SNES, N64 controller ports
- Controller ports

## 5. Micro USB port
- Arduinos USB connection

# Operation

Standard operation is as follows:
1. Plug a USB cable into the Arduino port of the RNCA
2. Plug your controller of choice into the device
3. Set the Rotary Dial to that of the controller you plugged in
4. Set the Output Mode Switch according to your preference

The device will now function as an Direct Input controller or Keyboard depending on your setting.

# Notes:

- Only one controller's inputs will be read at a time.
- Serial mode will disable updating of front port LEDs for faster communication.
- Only official NES, SNES, and N64 controllers have guaranteed function. All other ones are considered unsupported, but may work.
- Accessories such as: Zapper, Super Scope, SNES Mouse, N64 Rumble Pak will not work.
- Only Windows support is guaranteed.

# The software

By default, the RNCA's keyboard mappings are set in a generally usable way, but if you wish to set them specifically that is where the ccAdapterRemapper comes in.

## ccAdapterRemapper Overview
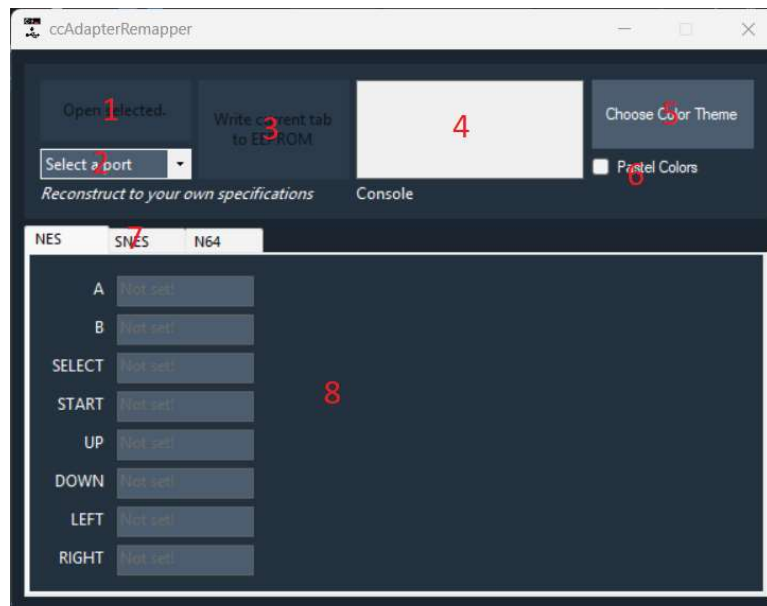


## 1. Open/Close COM port

- Opens or closes the selected COM port.

## 2. COM Port List Dropdown

- Selects which COM port to open

## 3. Write button

- Writes the current tabs remappings to the Arduino

## 4. Console

- Displays Debug Info

## 5. Color Theme

- Select the base color of the application

## 6. Pastel Theme

- Sets the application's colors to a special pastel theme

## 7. Controllers Tabs

- Each controllers tab

## 8. Remapping zone

- Where you set the key mappings for the controller

# Operation

Operation is as follows
1. Set the devices rotary dial to SERIAL
2. Open ccAdapterRemapper
3. Select the port of the RNCA in the Port List Dropdown and notice the Open/Close button has turned orange
4. Click the Open/Close and notice that the boxes in the Remapping Zone have enabled.
5. Select the controller you wish to remap from the Controllers Tabs
6. Enter the desired mappings into the boxes in the Remapping Zone. Notice that the Write button turns orange
7. When you have set your desired mappings, press the Write button
8. Then click the Open/Close and turn the Rotary Dial back to your controller

# Notes:

- Switching between tabs will clear any unsent mappings.
- The Write button only sends the current tabs mappings to the Arduino.
- Certain keys are unable to be entered into the Reampping Zone boxes. These are keys that are dangerous or typically unused by games. (e.g.  Windows key, Capslock, Function keys). You will be able to tell if a key is unsupported because it will play an exclamation sound and state "Unsupported Key." in the Console.
- The RNCA sends keypresses, not the keys themselves. This means, for example, that if you set the NES A button to press 'z', if capslock is then enabled pressing the NES A button will result in a 'Z'.
- Closing the COM port when done is best practice.