

Sinden Wii Pack #1 (Made by PiperCalls and Prof_gLX)

This pack is mostly the "Rail" type shooters that do not require any character movement in-game. I have to figure out button assignments on the the rest & then I will release Pack #2 that will include all the rest of the Wii games that can be played with the Sinden. I have included a few of the non-"Rail" type shooters in this pack that I have been able to get the button assignments on the Sinden correct though.

The aim/crosshair has been dialed in on all these games. All aiming is pretty close to perfect for these games on my cabinet. When Prof_gLX and I were testing these games, there was some slight variations in "perfect" aim for me vs. what he was getting. If you experience any slight offset, reach out to me on Discord and I'll tell you how to make the minor adjustments for your setup.

To install the inis to dial in the aim just do the following:

1. Copy all the ini files in the zip into your User/Config/Profiles/Wiimote/ folder
2. Open Dolphin and for each of these games Right-Click on the game, Click Properties, Select the Editor sub-tab and in the User Config field type the following:

```
[Controls]
```

```
WiimoteProfile1 = {name of the ini file}
```

So for example, for House of the Dead: Overkill would be :

```
[Controls]
```

```
WiimoteProfile1 = HOTDOverkill_P1
```

There's probably a more automated way to share the game profile settings so you don't have to do this for each game but I haven't explored it yet. I haven't played with setting the buttons too much, just enough to test each game a bit so you might have to set some additional buttons to proceed further into some of the games. To see the buttons I've assigned or change them, just open the controller profile ini in Dolphin for that particular game.