Michael Andre Franiatte

**Wiimote Configuration**

**with Codes in Gamepad Libraries**

**to Play PC Games**

*WiimoteTheory Configuration Files*

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EBOOK

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| ebook |
| Wiimote Configuration with Codes in Gamepad Libraries to Play PC Games |
| WiimoteTheory Configuration Files |
|  |
| **Michael Franiatte** |
| **06/09/2018** |

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| --- |
| This book presents some configuration to play PC games using mouse and keyboard events. Information about license, EULA and contract for using these following works can be found at <https://michaelfraniatte.wordpress.com>. |

## Wiimote Configuration with Codes in Gamepad Libraries to Play PC Games

Michael Franiatte\*

## Abstract

Some example is given in this book for configuration in PC games using WiimoteTheory interfacing with keyboard and mouse events. With this book and the book untitled “C# and C++ in Gamepad Libraries to play PC Games”, by the same author, it’s possible to understand and have fast practice knowledge, in order to configure easily custom programs to play your favorite PC games.

***Keywords:*** *configuration, files, WiimoteTheory, mouse, keyboard, events, games*

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## 1. Introduction

• Knowing how to program isn’t enough when you want to make a competitive gamepad using gamepad libraries on PC. Obviously it needs you play different games and a lot, also a lot of time. The works have been achieved previously by the same author of this book, in a book giving codes to play very well with gamepads, corresponding to 6 or 7 years of works. When well designed electronically and technically, the only limit to make a competitive gamepad is how it’s coded.

## 2. WiimoteTheory Configuration Files

C:\Users\Mic\Documents\micedition\WiimoteOnPC\12IsBetterThan6

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

Q

//wiimote minus

Q

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

R

//nunchuck to down

R

//nunchuck to down

R

//nunchuck z and c

F

//nunchuck c

F

//nunchuck z

Shift

//wiimote nunchuck down

Q

//wiimote nunchuck home

E

//wiimote nunchuck left

Q

//wiimote nunchuck right

Q

//wiimote nunchuck up

Q

//wiimote nunchuck 1

E

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\1982

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

arrow keys

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

Enter

//wiimote a

Enter

//wiimote plus

P

//wiimote minus

P

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

Z

//wiimote alone 2

Z

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\2Dark (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

True

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\8Days

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

E

//wiimote minus

E

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

R

//nunchuck to down

R

//nunchuck to down

R

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

R

//wiimote nunchuck down

Space

//wiimote nunchuck home

Q

//wiimote nunchuck left

Space

//wiimote nunchuck right

Space

//wiimote nunchuck up

Space

//wiimote nunchuck 1

Enter/Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\AFistfulOfGun

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\AlanWake

//brink

False

//metro

False

//titanfall

True

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\AlienSwarm

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Animality

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\ApexLegends (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

False

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

True

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Escape

//wiimote nunchuck 2

Enter/Tab

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

1

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\ArtOfGravity

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

down

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

left

//wiimote alone right

right

//wiimote alone 1

Enter

//wiimote alone 2

Escape

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\AssassinsCreedChroniclesIndia (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

True

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

0

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\AssassinsCreedChroniclesRussia (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

True

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

0

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\AssassinsCreedSyndicate (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\AssaultAndroidCactus (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\AssetoCorsa (xboxpc)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

True

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Attractio

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\AW

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\AW (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

True

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

True

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

//wiimote nunchuck roll left

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

0-4

//wiimote nunchuck right

5-9

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter/Tab

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

1

//aim plus latency time extra setting

500

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

1

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

1

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\AWI (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

True

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

//wiimote nunchuck roll left

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

0-4

//wiimote nunchuck right

5-9

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter/Tab

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

1

//aim plus latency time extra setting

500

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

29

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

29

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Badland

//brink

True

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

arrow keys

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

Space

//wiimote minus

Space

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

Space

//nunchuck to down

Space

//nunchuck to down

Space

//nunchuck to down

Space

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Space

//wiimote nunchuck down

down

//wiimote nunchuck home

R

//wiimote nunchuck left

left

//wiimote nunchuck right

right

//wiimote nunchuck up

up

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Bastion (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

True

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

mouse controls

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

0

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Battlefield3

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

True

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Below (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

100

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\BF1 (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

//wiimote nunchuck roll left

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

1

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\BF5 (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

//wiimote nunchuck roll left

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter/Tab

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

1

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\BFH (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\BFI (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

//wiimote nunchuck roll left

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

1

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

23

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

23

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\BFOne (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

True

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

True

//A C swap

False

//push r 1'

False

//cancel reload x

True

//double A r

True

//1 tab switch

True

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

G

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

Tab

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

50

//1 tab switch interval time extra setting

150

//1 tab switch press delay time extra setting

100

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Bioshock2

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Blameless

//brink

True

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

True

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\BlazingChrome (xbox)

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\BloodbathKavkaz

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

Space

//wiimote minus

Shift

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

middle click

//nunchuck to down

Space

//nunchuck to down

Space

//nunchuck to down

Space

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

middle click

//wiimote nunchuck home

R

//wiimote nunchuck left

middle click

//wiimote nunchuck right

middle click

//wiimote nunchuck up

middle click

//wiimote nunchuck 1

Enter/Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\BloodFeed

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

True

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\BloodstainedCurseOfTheMoon (xbox)

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\BloodyWalls

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

Enter

//wiimote minus

Enter

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

R

//nunchuck to down

R

//nunchuck to down

R

//nunchuck z and c

Enter

//nunchuck c

Enter

//nunchuck z

Enter

//wiimote nunchuck down

4

//wiimote nunchuck home

Enter

//wiimote nunchuck left

2

//wiimote nunchuck right

3

//wiimote nunchuck up

1

//wiimote nunchuck 1

I

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\BlossomTalesTSK

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

arrow keys

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

C

//wiimote a

Space

//wiimote plus

P

//wiimote minus

left click

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

X

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\BlueEstate

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

arrow keys

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

down

//wiimote b

left click

//wiimote a

right click

//wiimote plus

wheel up

//wiimote minus

wheel down

//wiimote alone roll left

A

//wiimote alone home

middle click

//wiimote alone a and b

Enter

//wiimote alone left

left

//wiimote alone right

right

//wiimote alone 1

Escape

//wiimote alone 2

Escape

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

right click

//nunchuck to down

right click

//nunchuck to down

right click

//nunchuck to down

right click

//nunchuck z and c

left click

//nunchuck c

left click

//nunchuck z

right click

//wiimote nunchuck down

down

//wiimote nunchuck home

middle click

//wiimote nunchuck left

left

//wiimote nunchuck right

right

//wiimote nunchuck up

up

//wiimote nunchuck 1

Escape

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\BlueEstate (xbox)

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

True

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

//wiimote nunchuck roll left

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

20

//bo3 time extra setting

15

//smooth time extra setting

1

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

1200

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

100

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\BO1

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\BO2

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\BO3

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

True

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

10

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\BO3 (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

True

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

True

//Home -> - & +

True

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

//wiimote nunchuck roll left

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

0-4

//wiimote nunchuck right

5-9

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter/Tab

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

1

//aim plus latency time extra setting

500

//aim plus quantity extra setting

40

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

1

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

1

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\BO4 (xbox)

//brink

True

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

True

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

True

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

//wiimote nunchuck roll left

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

0

//bo3 time extra setting

15

//smooth time extra setting

1

//aim plus latency time extra setting

600

//aim plus quantity extra setting

0

//anti-tearing outer size

0

//hardness quantity

1600

//aim speed axis x quantity

25

//aim speed axis y quantity

25

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

200

//zoning hardness quantity

113

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\BOIII (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

True

//Home -> - & +

True

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

//wiimote nunchuck roll left

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

0-4

//wiimote nunchuck right

5-9

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter/Tab

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

1

//aim plus latency time extra setting

500

//aim plus quantity extra setting

40

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

16

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

16

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\BOIIII (xbox)

//brink

True

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

True

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

True

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

//wiimote nunchuck roll left

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

0

//bo3 time extra setting

15

//smooth time extra setting

1

//aim plus latency time extra setting

600

//aim plus quantity extra setting

0

//anti-tearing outer size

0

//hardness quantity

1600

//aim speed axis x quantity

25

//aim speed axis y quantity

25

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

200

//zoning hardness quantity

113

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\BOIV (xbox)

//brink

True

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

True

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

True

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

True

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

True

//A slide A+B

False

//dpad view

False

//A B switch

True

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

//wiimote nunchuck roll left

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

0

//bo3 time extra setting

15

//smooth time extra setting

1

//aim plus latency time extra setting

600

//aim plus quantity extra setting

0

//anti-tearing outer size

0

//hardness quantity

1600

//aim speed axis x quantity

25

//aim speed axis y quantity

25

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

6

//1 tab switch press delay time extra setting

18

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

200

//zoning hardness quantity

113

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Borderlands1

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Borderlands1 (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

//wiimote nunchuck roll left

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

1

//aim plus latency time extra setting

600

//aim plus quantity extra setting

0

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

6

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

6

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

200

//zoning hardness quantity

113

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Borderlands2

//brink

True

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Borderlands3 (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

//wiimote nunchuck roll left

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

1

//aim plus latency time extra setting

600

//aim plus quantity extra setting

0

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

6

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

6

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

200

//zoning hardness quantity

113

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\BorderlandsTheHandsomeCollection (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

True

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

//wiimote nunchuck roll left

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter/Tab

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

25

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\BorderlandsThePresequel

//brink

True

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\BoxMaze

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

M

//wiimote a

Enter

//wiimote plus

L

//wiimote minus

F1

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

S

//wiimote alone right

W

//wiimote alone 1

Enter

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Brawlhalla (xbox)

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Brink

//brink

True

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

True

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

10

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Broforce

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

X

//wiimote a

Enter

//wiimote plus

V

//wiimote minus

C

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

Z

//wiimote alone 2

up

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Bulletstorm (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

True

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Butcher

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Butcher (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

True

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

//wiimote nunchuck roll left

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

35

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

100

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\CallOfJuarezGunslinger

//brink

True

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

True

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\CalvinoNoir

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Capsized

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

True

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Celeste (xbox)

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\control (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

//wiimote nunchuck roll left

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

1

//aim plus latency time extra setting

600

//aim plus quantity extra setting

0

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

6

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

6

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

200

//zoning hardness quantity

113

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\CrashTeamRacing (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

True

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

True

//dpad view

True

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

Y

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

0

//bo3 time extra setting

15

//smooth time extra setting

0

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

1600

//aim speed axis x quantity

25

//aim speed axis y quantity

25

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

100

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\CrashTeamRacingNitroFueled (xbox)

//brink

True

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

True

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

True

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

True

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

0

//bo3 time extra setting

15

//smooth time extra setting

0

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

1600

//aim speed axis x quantity

25

//aim speed axis y quantity

25

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

100

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\CrossCode

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\CSGO

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Cuphead

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

True

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

arrow keys

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

X

//wiimote a

C

//wiimote plus

V

//wiimote minus

V

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

X

//wiimote alone 2

Z

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Z

//nunchuck c

Z

//nunchuck z

LShift

//wiimote nunchuck down

Tab

//wiimote nunchuck home

V

//wiimote nunchuck left

Tab

//wiimote nunchuck right

Tab

//wiimote nunchuck up

Tab

//wiimote nunchuck 1

X

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Cuphead - wheel script

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

True

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

arrow keys

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

C

//wiimote a

LShift

//wiimote plus

Tab

//wiimote minus

V

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

X

//wiimote alone 2

Z

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Z

//nunchuck c

Z

//nunchuck z

LShift

//wiimote nunchuck down

Tab

//wiimote nunchuck home

V

//wiimote nunchuck left

Tab

//wiimote nunchuck right

Tab

//wiimote nunchuck up

Tab

//wiimote nunchuck 1

X

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Cyberhunt

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

L

//wiimote a

X

//wiimote plus

Z

//wiimote minus

K

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Control

//nunchuck z

Control

//wiimote nunchuck down

Alt

//wiimote nunchuck home

Alt

//wiimote nunchuck left

Alt

//wiimote nunchuck right

Alt

//wiimote nunchuck up

Alt

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Dark

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\DarkDreamsDontDie (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

True

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Deadcore (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

//wiimote nunchuck roll left

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

0-4

//wiimote nunchuck right

5-9

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter/Tab

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

1

//aim plus latency time extra setting

600

//aim plus quantity extra setting

0

//anti-tearing outer size

33

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\DeadIsland

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\DeadIslandRiptide

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Deadlight

//brink

True

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

wheel up

//wiimote minus

wheel down

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

F

//nunchuck to down

F

//nunchuck to down

F

//nunchuck z and c

Shift

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

Control

//wiimote nunchuck home

E

//wiimote nunchuck left

wheel up

//wiimote nunchuck right

wheel down

//wiimote nunchuck up

F

//wiimote nunchuck 1

Enter/Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\DeadRising2

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

E

//wiimote nunchuck left

wheel up

//wiimote nunchuck right

wheel down

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\DeadRising3 (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\DeadSpace

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

//wiimote nunchuck right

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\DeadSpace2

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Ded

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

M

//wiimote a

M

//wiimote plus

left

//wiimote minus

right

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

S

//wiimote alone right

W

//wiimote alone 1

M

//wiimote alone 2

M

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

R

//nunchuck to down

R

//nunchuck to down

R

//nunchuck z and c

Enter

//nunchuck c

Enter

//nunchuck z

Enter

//wiimote nunchuck down

4

//wiimote nunchuck home

Enter

//wiimote nunchuck left

2

//wiimote nunchuck right

3

//wiimote nunchuck up

1

//wiimote nunchuck 1

I

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\DeepBlackReloaded

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

Shift

//wiimote minus

Shift

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

F

//nunchuck to down

F

//nunchuck to down

F

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

G

//wiimote nunchuck down

middle click

//wiimote nunchuck home

E

//wiimote nunchuck left

wheel up

//wiimote nunchuck right

wheel down

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter/Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\default.txt

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

False

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

Tab

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

0-4

//wiimote nunchuck right

5-9

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter/Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

60

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

100

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Destiny (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

True

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Destiny2 (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

True

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\DeusExMankindDivided

//brink

True

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

wheel down

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Dex (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

True

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

0

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\DinosaurForest

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

True

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\DinosaurHunt

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

True

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Dirt3 (xboxpc)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

True

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Dirt4 (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

True

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\DirtRally (xboxpc)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

True

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Dishonored

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Dishonored2 (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\DishonoredDOTO (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Disoriented

//brink

True

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

True

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Doom (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\DOOMCampaign

//brink

True

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

B

//wiimote minus

wheel down

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

F

//nunchuck to down

F

//nunchuck to down

F

//nunchuck z and c

Shift

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

E

//wiimote nunchuck left

G

//wiimote nunchuck right

T

//wiimote nunchuck up

middle click

//wiimote nunchuck 1

Enter/Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\DOOMMultiplayer

//brink

True

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

middle click

//nunchuck to down

middle click

//nunchuck to down

middle click

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

C

//wiimote nunchuck down

down

//wiimote nunchuck home

E

//wiimote nunchuck left

left

//wiimote nunchuck right

right

//wiimote nunchuck up

up

//wiimote nunchuck 1

Enter/Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\DOOMSnapmap

//brink

True

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

X

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

middle click

//nunchuck to down

middle click

//nunchuck to down

middle click

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

V

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

wheel up

//wiimote nunchuck right

wheel down

//wiimote nunchuck up

E

//wiimote nunchuck 1

Enter/Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\DoubleOik

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

True

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\DrLangeskov

//brink

True

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\DropAlive

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

Enter

//wiimote a

Enter

//wiimote plus

Control

//wiimote minus

Control

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

Space

//wiimote alone 2

Space

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\DukeNukemForever

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\DungeonCreepster

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\DyingLight

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Echoes+

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

Space

//wiimote a

Enter

//wiimote plus

up

//wiimote minus

down

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

S

//wiimote alone right

W

//wiimote alone 1

left

//wiimote alone 2

right

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

down

//wiimote nunchuck home

Escape

//wiimote nunchuck left

left

//wiimote nunchuck right

right

//wiimote nunchuck up

up

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\EnemyFront

//brink

True

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\EnterTheGungeon

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

wheel up

//wiimote minus

Shift

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Q

//wiimote nunchuck down

Control

//wiimote nunchuck home

E

//wiimote nunchuck left

G

//wiimote nunchuck right

F

//wiimote nunchuck up

I

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\EnterTheGungeon (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

True

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

True

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

//wiimote nunchuck roll left

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

35

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

100

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\EscapeDeadIsland

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

True

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

wheel down

//wiimote nunchuck right

wheel up

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter/Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Everspace (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

False

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

True

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Evolve

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

True

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\F12013 (xboxpc)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

True

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\F12017 (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

True

//1 and 2 view

True

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

0

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

100

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\FalloutShelter

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\FalloutShelter (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Farcry3

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Farcry4

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\FarcryPrimal

//brink

True

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Feist

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

arrow keys

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

C

//wiimote a

Enter

//wiimote plus

C

//wiimote minus

C

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

X

//wiimote alone 2

up

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Fifa15 (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

True

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

mouse controls

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Flockers

//brink

False

//metro

False

//titanfall

True

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

True

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\ForkParkersHolidayProfitHike

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

X

//wiimote a

Control

//wiimote plus

C

//wiimote minus

C

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

Shift

//wiimote alone 2

Z

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\FormulaFusion (xboxpc)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

True

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Fortnite (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

1

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

14

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

14

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

230

//zoning hardness quantity

127

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\ForzaHorizon3 (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

True

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\ForzaHorizon4 (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

True

//1 and 2 view

True

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

0

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

100

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\ForzaMotorsport5 (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

True

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\ForzaMotorsport7 (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

True

//1 and 2 view

True

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

0

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

100

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\GardenWarfare2 (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\GianaSistersTwistedDreams (xbox)

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\GodsTrigger (xbox)

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

True

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

True

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

//wiimote nunchuck roll left

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

20

//bo3 time extra setting

15

//smooth time extra setting

1

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

1200

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

100

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\GoneHome (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\GridAutosport (xboxpc)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

True

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\GrowUp (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\GTAV

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Guacamelee

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

arrow keys

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Gunpoint

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

Shift

//wiimote minus

Alt

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

Shift

//nunchuck to down

Shift

//nunchuck to down

Shift

//nunchuck z and c

Shift

//nunchuck c

Shift

//nunchuck z

Alt

//wiimote nunchuck down

down

//wiimote nunchuck home

Space

//wiimote nunchuck left

left

//wiimote nunchuck right

right

//wiimote nunchuck up

up

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\GunsGoreAndCannoli

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

J

//wiimote a

S

//wiimote plus

I

//wiimote minus

U

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

K

//nunchuck to down

K

//nunchuck to down

K

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

K

//wiimote nunchuck down

L

//wiimote nunchuck home

R

//wiimote nunchuck left

M

//wiimote nunchuck right

L

//wiimote nunchuck up

M

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\HardReset

//brink

False

//metro

False

//titanfall

True

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\HardResetRedux

//brink

False

//metro

False

//titanfall

True

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\HeadLander (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

True

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

//wiimote nunchuck roll left

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

35

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

100

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\HellYeah

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Hitman (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\HitmanAbsolution

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

True

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\HomefrontTheRevolution

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

True

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Hook

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

down

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

left

//wiimote alone right

right

//wiimote alone 1

Enter

//wiimote alone 2

Escape

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\HotGuns

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

I

//wiimote a

Enter

//wiimote plus

I

//wiimote minus

O

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

O

//wiimote alone 2

P

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\HotlineMiami1

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

Space

//wiimote minus

Shift

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

middle click

//nunchuck to down

Space

//nunchuck to down

Space

//nunchuck to down

Space

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

middle click

//wiimote nunchuck home

R

//wiimote nunchuck left

middle click

//wiimote nunchuck right

middle click

//wiimote nunchuck up

middle click

//wiimote nunchuck 1

Enter/Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\HotlineMiami2

//brink

False

//metro

False

//titanfall

True

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

Space

//wiimote minus

Shift

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

middle click

//nunchuck to down

Space

//nunchuck to down

Space

//nunchuck to down

Space

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

middle click

//wiimote nunchuck home

R

//wiimote nunchuck left

middle click

//wiimote nunchuck right

middle click

//wiimote nunchuck up

middle click

//wiimote nunchuck 1

Enter/Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\ImpactWinter (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

True

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\InjusticeGodsAmongUs (xboxpc)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

True

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

mouse controls

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\InnerSpace (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

True

//wheel view

True

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

35

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Inside

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

arrow keys

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

Control

//wiimote a

Enter

//wiimote plus

Enter

//wiimote minus

Enter

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

Control

//wiimote alone 2

up

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Inside (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

True

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

0

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

100

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\InsideMe

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\IronSnout

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

arrow keys

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

Space

//wiimote a

Enter

//wiimote plus

Space

//wiimote minus

Space

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

down

//wiimote alone 2

up

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\JustCause3

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Keebles

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

True

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\KickAssCommandos

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\KillerInstinctClassic (xbox)

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\KillingFloor2

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

True

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\KillingRoom

//brink

True

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Klocki

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

down

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

left

//wiimote alone right

right

//wiimote alone 1

Enter

//wiimote alone 2

Escape

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\LaraCroftAndTheGuardianOfLight

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

True

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

//wiimote nunchuck right

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\LaraCroftAndTheTempleOfOsiris (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

True

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

0-4

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\LayersOfFear (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Left4Dead1

//brink

False

//metro

False

//titanfall

True

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Left4Dead2

//brink

False

//metro

False

//titanfall

True

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\LichdomBattlemage

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Limbo

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

E

//wiimote a

right click

//wiimote plus

Enter

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

up

//wiimote alone 2

Control

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\LittleNightmares (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

True

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

0

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\LittleNightmares (xbox) - wheel script

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

True

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\LoversInADangerousSpacetime (xbox)

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\MACESpaceShip (xbox)

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\MachineHunt

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

True

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\MadBullets

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\MadMax

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Mafia2

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Mafia3

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Mafia3 (xboxpc)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

right click

//wiimote alone 2

left click

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\MagneticCageClosed

//brink

True

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Mandagon

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

Tab

//wiimote minus

Tab

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Space

//wiimote nunchuck down

E

//wiimote nunchuck home

E

//wiimote nunchuck left

E

//wiimote nunchuck right

E

//wiimote nunchuck up

E

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\MarkOfTheNinja

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

Alt

//wiimote minus

Control

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

left click

//nunchuck to down

left click

//nunchuck to down

left click

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

Q

//wiimote nunchuck home

E

//wiimote nunchuck left

wheel up

//wiimote nunchuck right

wheel down

//wiimote nunchuck up

Q

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\MaxTheCurseOfBrotherHood (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

True

//A aim plus

False

//Home -> - & +

False

//stick view

True

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

True

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

0

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\MegamanLegacyCollection (xbox)

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\MetalGearSolidVThePhantomPain (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

True

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter/Tab

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Metro2033

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\MetroExodus (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

1

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

3

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

3

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

140

//zoning hardness quantity

90

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\MetroLastLight

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\MigthyNo9 (xbox)

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\MirrorsEdgeCatalyst (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\MissingTranslation

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

Q

//wiimote alone 2

E

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Monochroma

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

arrow keys

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

Space

//wiimote a

Enter

//wiimote plus

Space

//wiimote minus

Space

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

Control

//wiimote alone 2

up

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\MouseCraft

//brink

True

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

right click

//wiimote minus

left click

//wiimote alone roll left

A

//wiimote alone home

E

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

Escape

//wiimote alone 2

Escape

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\MrShifty (xbox)

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\MurderedSoulSuspect (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

True

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\MutantMuddsDeluxe

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

arrow keys

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

C

//wiimote a

Enter

//wiimote plus

C

//wiimote minus

C

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

Z

//wiimote alone 2

Space

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\MW2

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\MW3

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\NeedForSpeed (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

True

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\NeedForSpeedPayback (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

True

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\NeverAlone (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

True

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\NeverAloneFoxTales (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

True

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

mouse controls

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Nghtmn

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

arrow keys

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

left click

//wiimote a

Enter

//wiimote plus

left click

//wiimote minus

left click

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

W

//wiimote alone 2

Space

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\NinjaReflexSteamworksEdition

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\NotAHero

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

V

//wiimote a

Space

//wiimote plus

V

//wiimote minus

Space

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

X

//wiimote alone 2

C

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\NotAHero (xbox)

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\OceanHorn (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

True

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

0

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Oik3

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

True

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\OlliOlli2 (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

True

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

0

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\OmegaStrike (xbox)

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\OnlyIf

//brink

True

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

E

//wiimote minus

Q

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

E

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\OrbitalGear

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\OriAndTheBlindForest

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

True

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

R

//wiimote minus

Shift

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

Space

//wiimote nunchuck home

E

//wiimote nunchuck left

R

//wiimote nunchuck right

R

//wiimote nunchuck up

R

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\OriAndTheBlindForest (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

True

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

0

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Outland

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

J

//wiimote a

H

//wiimote plus

K

//wiimote minus

L

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

Enter

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

J

//nunchuck to down

H

//nunchuck to down

H

//nunchuck to down

H

//nunchuck z and c

L

//nunchuck c

Space

//nunchuck z

L

//wiimote nunchuck down

O

//wiimote nunchuck home

M

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

I

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Outlast (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

True

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\OverdosedATripToHell

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

wheel down

//wiimote minus

wheel down

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

Shift

//nunchuck to down

Shift

//nunchuck to down

Shift

//nunchuck to down

Shift

//nunchuck z and c

Shift

//nunchuck c

Shift

//nunchuck z

E

//wiimote nunchuck down

C

//wiimote nunchuck home

E

//wiimote nunchuck left

wheel down

//wiimote nunchuck right

wheel up

//wiimote nunchuck up

X

//wiimote nunchuck 1

M

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Oxenfree (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

True

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

mouse controls

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

0

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\PacmanChampionship (xbox)

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\PainTrain

//brink

True

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

True

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\PainTrain2

//brink

True

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

True

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\PartyHard

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

Space

//wiimote minus

F

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

E

//nunchuck to down

E

//nunchuck to down

E

//nunchuck z and c

Shift

//nunchuck c

E

//nunchuck z

Shift

//wiimote nunchuck down

Q

//wiimote nunchuck home

R

//wiimote nunchuck left

wheel down

//wiimote nunchuck right

wheel up

//wiimote nunchuck up

Control

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Payday1

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Payday2

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Payday2 (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

//wiimote nunchuck roll left

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

0-4

//wiimote nunchuck right

5-9

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

1

//aim plus latency time extra setting

500

//aim plus quantity extra setting

5

//anti-tearing outer size

0

//hardness quantity

80

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Payday2 (xboxpc)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\PhantomSoldier

//brink

True

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

True

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\PinballFx3 (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

True

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

mouse controls

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Portal

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Portal2

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\PortalStoriesMel

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Prey

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Prey (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

False

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\PrisonRunAndGun

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

Z

//wiimote a

Enter

//wiimote plus

Z

//wiimote minus

X

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

X

//wiimote alone 2

C

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\ProjectCars (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

True

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\PUBG (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Push

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

down

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

left

//wiimote alone right

right

//wiimote alone 1

Enter

//wiimote alone 2

Escape

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\QuantumBreak (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Qube2 (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter/Tab

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\RaceTheSun (xbox)

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\RadicalRoach

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Rage

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

WASD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

X

//wiimote minus

G

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

wheel up

//wiimote nunchuck 1

Enter/Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\RamboTheVideoGame

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

True

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

E

//wiimote minus

E

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

G

//nunchuck to down

G

//nunchuck to down

G

//nunchuck z and c

middle click

//nunchuck c

middle click

//nunchuck z

middle click

//wiimote nunchuck down

E

//wiimote nunchuck home

F

//wiimote nunchuck left

E

//wiimote nunchuck right

E

//wiimote nunchuck up

Q

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\RaymanLegends

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

S

//wiimote a

Z

//wiimote plus

A

//wiimote minus

E

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

Shift

//wiimote alone 2

Space

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\RaymanLegends (xbox)

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Redie

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

True

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

G

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

G

//nunchuck to down

G

//nunchuck to down

G

//nunchuck to down

G

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Control

//wiimote nunchuck down

down

//wiimote nunchuck home

R

//wiimote nunchuck left

left

//wiimote nunchuck right

right

//wiimote nunchuck up

up

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Redout (xboxpc)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

True

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\RedTrigger

//brink

True

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\RelicHuntersZero

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

wheel up

//wiimote minus

wheel down

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

middle click

//nunchuck to down

middle click

//nunchuck to down

middle click

//nunchuck z and c

F

//nunchuck c

F

//nunchuck z

Shift

//wiimote nunchuck down

wheel down

//wiimote nunchuck home

E

//wiimote nunchuck left

wheel down

//wiimote nunchuck right

wheel up

//wiimote nunchuck up

wheel up

//wiimote nunchuck 1

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\RememberMe

//brink

True

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\ResidentEvil6

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\RetroCityRampageDX

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

arrow keys

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

Enter

//wiimote plus

Control

//wiimote minus

Control

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

Shift

//nunchuck to down

Shift

//nunchuck to down

Shift

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

Control

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

Tab

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Reus

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

Space

//wiimote minus

Space

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

wheel down

//wiimote alone right

wheel up

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

wheel down

//wiimote nunchuck right

wheel up

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Rime (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

//wiimote nunchuck roll left

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

1

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

130

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

100

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\RiseAndShine

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

True

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\RiseAndShine (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

True

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

//wiimote nunchuck roll left

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

35

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

100

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\RiseOfTheTriad

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\RiseOfTombRaider

//brink

True

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\RocketLeague

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

right click

//wiimote a

Shift

//wiimote plus

Space

//wiimote minus

middle click

//wiimote alone roll left

A

//wiimote alone home

Tab

//wiimote alone a and b

Enter

//wiimote alone left

Shift

//wiimote alone right

left click

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\RocketLeague (xboxpc)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

True

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

left click

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Ronin

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Ruiner (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

100

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Runbow (xbox)

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\RunningThroughRussia

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\RyseSonOfRome (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\SaintsRowIV

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

True

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\SaintsRowTheThird

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

True

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\SeasonsAfterFall (xbox)

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\ShadowBladeReload

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

arrow keys

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

X

//wiimote a

Z

//wiimote plus

Z

//wiimote minus

X

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

C

//nunchuck to down

Shift

//nunchuck to down

Shift

//nunchuck to down

Shift

//nunchuck z and c

Shift

//nunchuck c

Z

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

X

//wiimote nunchuck left

C

//wiimote nunchuck right

C

//wiimote nunchuck up

C

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\ShadowOfTheTombRaider (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

//wiimote nunchuck roll left

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

Enter/Tab

//wiimote nunchuck up

X

//wiimote nunchuck 1

M

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

1

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

130

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\ShadowWarrior

//brink

False

//metro

False

//titanfall

True

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\ShadowWarrior (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

True

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\ShadowWarrior2

//brink

False

//metro

False

//titanfall

True

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Shank1

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

E

//wiimote minus

Q

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

E

//nunchuck to down

Q

//nunchuck to down

Q

//nunchuck to down

Q

//nunchuck z and c

Shift

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

E

//wiimote nunchuck home

F

//wiimote nunchuck left

Q

//wiimote nunchuck right

Q

//wiimote nunchuck up

Q

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Shank2

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

E

//wiimote minus

Q

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

E

//nunchuck to down

Q

//nunchuck to down

Q

//nunchuck to down

Q

//nunchuck z and c

Shift

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

E

//wiimote nunchuck home

F

//wiimote nunchuck left

Q

//wiimote nunchuck right

Q

//wiimote nunchuck up

Q

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\ShantaeAndThePiratesCurse (xbox)

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\ShantaeHalfGenieHero (xbox)

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\SineMoraEx (xbox)

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\SkullGirls

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

arrow keys

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

S

//wiimote a

A

//wiimote plus

Z

//wiimote minus

D

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

Z

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

A

//nunchuck c

S

//nunchuck z

A

//wiimote nunchuck down

C

//wiimote nunchuck home

X

//wiimote nunchuck left

V

//wiimote nunchuck right

G

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

F

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\SkyForceAnniversary

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

arrow keys

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

E

//wiimote a

Enter

//wiimote plus

1

//wiimote minus

2

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

RControl

//wiimote alone 2

Space

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\SkyForceReloaded

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

arrow keys

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

E

//wiimote a

Enter

//wiimote plus

1

//wiimote minus

2

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

RControl

//wiimote alone 2

Space

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\SkyForceReloaded (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

True

//A aim plus

False

//Home -> - & +

False

//stick view

True

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

True

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

0

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Skyrim

//brink

True

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

True

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\SkyrimSpecialEdition

//brink

True

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

True

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\SleepingDogs

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

True

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\SlimeRancher (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\SniperElite3

//brink

True

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

True

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\SniperElite4

//brink

True

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\SniperEliteNaziZomby1

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\SniperEliteNaziZomby2

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\SniperEliteNaziZombyArmyTrilogy

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\SniperEliteV2

//brink

True

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

True

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\SniperGhostWarrior1

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\SniperGhostWarrior2

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\SongOfTheDeep (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

True

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

mouse controls

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

0

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Sparkle

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

wheel down

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

wheel up

//wiimote alone right

wheel down

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

wheel up

//wiimote nunchuck home

F

//wiimote nunchuck left

wheel up

//wiimote nunchuck right

wheel down

//wiimote nunchuck up

wheel down

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\SpecOpsTheLine

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

WASD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

A

//wiimote minus

wheel up

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

Shift

//nunchuck to down

Shift

//nunchuck to down

Shift

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Alt

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

middle click

//wiimote nunchuck right

middle click

//wiimote nunchuck up

E

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\SpeedRunners (xbox)

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Spelunky

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

arrow keys

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

X

//wiimote a

A

//wiimote plus

S

//wiimote minus

S

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

X

//wiimote alone 2

Z

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Z

//nunchuck c

Z

//nunchuck z

LShift

//wiimote nunchuck down

Tab

//wiimote nunchuck home

Space

//wiimote nunchuck left

Tab

//wiimote nunchuck right

Tab

//wiimote nunchuck up

Tab

//wiimote nunchuck 1

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Splasher

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

arrow keys

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

L

//wiimote a

Enter

//wiimote plus

Alt

//wiimote minus

I

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

J

//wiimote alone 2

Space

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Splasher (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

True

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

mouse controls

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

0

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\StarwarsBattlefront (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

True

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\StateOfDecay

//brink

True

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\SternPinballArcade (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

True

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

mouse controls

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

//wiimote nunchuck right

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\StrangeBrigade (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

True

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

//wiimote nunchuck roll left

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter/Tab

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

50

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\StreetsOfRogue

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

True

//no roll qe

False

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

Shift

//wiimote minus

R

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

Enter

//nunchuck to down

Enter

//nunchuck to down

Enter

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Control

//wiimote nunchuck down

F

//wiimote nunchuck home

E

//wiimote nunchuck left

wheel down

//wiimote nunchuck right

wheel up

//wiimote nunchuck up

Q

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Strider (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

True

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

0

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\StyxTheShardsOfDarkness (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\SuperBlueBoyPlanet

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

R

//wiimote a

left click

//wiimote plus

R

//wiimote minus

R

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

up

//wiimote alone 2

up

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\SuperBombermanR (xbox)

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\SuperDuperFlyingGenocideSimulator2017

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\SuperHot (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\SuperMeatBoy

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

arrow keys

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

Shift

//wiimote a

Enter

//wiimote plus

left click

//wiimote minus

right click

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

Shift

//wiimote alone 2

Space

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\SurvivalZombiesTIE

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

True

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\TeamSonicRacing (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

True

//1 and 2 view

True

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

0

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

100

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Terraria

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Teslagrad

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

right

//wiimote a

left

//wiimote plus

left

//wiimote minus

right

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

S

//wiimote alone right

W

//wiimote alone 1

up

//wiimote alone 2

Space

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

left

//nunchuck to down

right

//nunchuck to down

right

//nunchuck to down

right

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Space

//wiimote nunchuck down

down

//wiimote nunchuck home

up

//wiimote nunchuck left

left

//wiimote nunchuck right

right

//wiimote nunchuck up

up

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\TheCave

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\TheEnd

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

arrow keys

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

C

//wiimote a

Enter

//wiimote plus

C

//wiimote minus

C

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

Space

//wiimote alone 2

up

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\TheEndIsNigh

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

arrow keys

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

down

//wiimote a

Enter

//wiimote plus

R

//wiimote minus

R

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

down

//wiimote alone 2

Space

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

down

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\TheEscapists

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

Q

//wiimote minus

E

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

left click

//nunchuck to down

left click

//nunchuck to down

left click

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

E

//wiimote nunchuck left

wheel up

//wiimote nunchuck right

wheel down

//wiimote nunchuck up

Q

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\TheEscapists (xbox)

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\TheExpendabros

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

X

//wiimote a

Enter

//wiimote plus

V

//wiimote minus

C

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

Z

//wiimote alone 2

up

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\TheForest

//brink

True

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

True

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

I

//wiimote minus

B

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

Q

//nunchuck to down

Control

//nunchuck to down

Control

//nunchuck to down

Control

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

G

//wiimote nunchuck home

E

//wiimote nunchuck left

P

//wiimote nunchuck right

M

//wiimote nunchuck up

L

//wiimote nunchuck 1

C

//wiimote nunchuck 2

Z

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\TheMasterplan

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

S

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

E

//wiimote alone a and b

right click

//wiimote alone left

Q

//wiimote alone right

D

//wiimote alone 1

Enter

//wiimote alone 2

Escape

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\ThePinballArcade (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

True

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

mouse controls

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\TheQuestForAchievements

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

E

//wiimote plus

R

//wiimote minus

R

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

F

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

Q

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\TheTalosPrinciple

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

True

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\TheTownOfLight (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\TheTuringTest (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\TheTypingOfTheDeadOverkill

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right click

//wiimote b

left click

//wiimote a

middle click

//wiimote plus

wheel up

//wiimote minus

wheel down

//wiimote alone roll left

A

//wiimote alone home

middle click

//wiimote alone a and b

left click

//wiimote alone left

right click

//wiimote alone right

right click

//wiimote alone 1

Enter

//wiimote alone 2

Escape

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\TheWay

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\TheWitcher3

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

True

//no roll qe

True

//Home f only

False

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\TheWitness (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Thief

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\ThinkToDie

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

Space

//wiimote minus

Shift

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

middle click

//nunchuck to down

Space

//nunchuck to down

Space

//nunchuck to down

Space

//nunchuck z and c

Shift

//nunchuck c

Shift

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F10

//wiimote nunchuck left

middle click

//wiimote nunchuck right

middle click

//wiimote nunchuck up

C

//wiimote nunchuck 1

Enter/Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\ThinkToDie2

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

Space

//wiimote minus

Shift

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

middle click

//nunchuck to down

Space

//nunchuck to down

Space

//nunchuck to down

Space

//nunchuck z and c

Shift

//nunchuck c

Shift

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F10

//wiimote nunchuck left

middle click

//wiimote nunchuck right

middle click

//wiimote nunchuck up

C

//wiimote nunchuck 1

Enter/Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Thumper (xbox)

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Titanfall

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

True

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Titanfall2 (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\TokiTori

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

left click

//wiimote a

right click

//wiimote plus

Enter

//wiimote minus

Enter

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

Control

//wiimote alone 2

Space

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\TokiTori2+

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

left click

//wiimote a

right click

//wiimote plus

Enter

//wiimote minus

Enter

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

Control

//wiimote alone 2

Space

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Tokyo42

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

wheel down

//wiimote nunchuck right

wheel up

//wiimote nunchuck up

middle click

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\TombRaider

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\TomClancyGhostReconWildLands (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

right click

//wiimote alone 2

left click

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\TomClancyTheDivision

//brink

True

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

True

//no roll qe

True

//Home f only

False

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

wheel down

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Tower57

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\TrackmaniaTurbo (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

True

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\TransmissionsElement120

//brink

False

//metro

False

//titanfall

True

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\TrialsFusion (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

True

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\TrialsOfTheBloodDragon (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

True

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\TypomanRevised (xbox)

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\UltraStreetFighterIV (xboxpc)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

True

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

mouse controls

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Unravel (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

True

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

mouse controls

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\UnravelTwo (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

True

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

mouse controls

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

0

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\ValiantHeartsTheGreatWar (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

True

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

mouse controls

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

0

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\VoidBastards (xbox)

//brink

True

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

True

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

//wiimote nunchuck roll left

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

0

//bo3 time extra setting

15

//smooth time extra setting

1

//aim plus latency time extra setting

600

//aim plus quantity extra setting

0

//anti-tearing outer size

0

//hardness quantity

1600

//aim speed axis x quantity

25

//aim speed axis y quantity

25

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

12

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

12

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

200

//zoning hardness quantity

113

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\VoidRaiders

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

Q

//wiimote minus

Q

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

Control

//wiimote nunchuck home

E

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Control

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Warframe

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

True

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\WatchDogs

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

True

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\WatchDogs2 (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

True

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

right click

//wiimote alone 2

left click

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\WestaradoDoubleBarreled (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

True

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

//wiimote nunchuck roll left

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

35

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

100

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\WhereIsMyMommy

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

arrow keys

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

Shift

//wiimote a

Enter

//wiimote plus

left click

//wiimote minus

right click

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

S

//wiimote alone right

W

//wiimote alone 1

Shift

//wiimote alone 2

Space

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Wolfenstein2TheNewColossus (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

False

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

True

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

//double A r

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

R

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

-5

//irxinit

0

//iryinit

-100

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

1

//aim plus latency time extra setting

500

//aim plus quantity extra setting

10

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\WolfensteinTheNewOrder

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter/Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\WolfensteinTheOldBlood

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Space

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter/Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

170

//zoning hardness quantity

160

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\WonderBoyTheDragonsTrap (xbox)

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\WRC6 (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

True

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

True

//1 and 2 view

True

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

100

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

130

//zoning hardness quantity

120

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\YouHaveToWinTheGame

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

arrow keys

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

right

//wiimote b

Space

//wiimote a

Enter

//wiimote plus

Space

//wiimote minus

Space

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

down

//wiimote alone right

up

//wiimote alone 1

down

//wiimote alone 2

up

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Enter

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Zenge

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

down

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

left

//wiimote alone right

right

//wiimote alone 1

Enter

//wiimote alone 2

Escape

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\ZenoClash

//brink

False

//metro

False

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

True

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\ZenoClash2

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

True

//wheel script

True

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

50

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

220

//zoning hardness quantity

210

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\Zombi (xbox)

//brink

False

//metro

True

//titanfall

False

//cursor

False

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

True

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

100

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\ZombieNightTerror

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

False

//no roll qe

True

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

True

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

wheel up

//wiimote minus

wheel down

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Control

//wiimote nunchuck down

wheel down

//wiimote nunchuck home

F

//wiimote nunchuck left

wheel up

//wiimote nunchuck right

wheel down

//wiimote nunchuck up

wheel up

//wiimote nunchuck 1

Tab

//wiimote nunchuck 2

Escape

//angleinit

0

//irxinit

0

//iryinit

0

//wiimote to front push r time extra setting

1000

//double A push r time extra setting

1000

//cancel reload waiting A or C time extra setting

1800

//second nunchuck to down push v time extra setting

500

//brink or titanfall time extra setting

30

//bo3 time extra setting

15

//smooth time extra setting

15

//aim plus latency time extra setting

300

//aim plus quantity extra setting

30

//anti-tearing outer size

0

//hardness quantity

120

//aim speed axis x quantity

100

//aim speed axis y quantity

100

//aim speed accuracy size of center axis x extra setting

0

//aim speed accuracy multipler of center axis x extra setting

0

//aim speed accuracy size of center axis y extra setting

0

//aim speed accuracy multipler of center axis y extra setting

0

//no recoil quantity extra setting

0

//1 tab switch interval time extra setting

50

//1 tab switch press delay time extra setting

10

//tick time

6

//wheel script stick limit in

33

//wheel script stick limit out

2000

//wheel script gyroscope limit in

20

//wheel script gyroscope limit out

1200

//zoning quantity

110

//zoning hardness quantity

100

//no recoil step quantity

0

//slide init

450

//slide time

900

//possible entries

WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,

F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

C:\Users\Mic\Documents\micedition\WiimoteOnPC\ZupZup

//brink

False

//metro

False

//titanfall

False

//cursor

True

//warface

False

//bo3

False

//fake

False

//mw3

False

//xaim

False

//A press I/O

False

//A accuracy

True

//no roll qe

False

//Home f only

False

//wheel script

False

//A view on

False

//1 tab I/O

False

//A aim plus

False

//Home -> - & +

False

//stick view

False

//wheel view

False

//1 and 2 view

False

//nunchuck

False

//rebind keys

True

//lock features and options

False

//1 B swap

False

//A C swap

False

//push r 1'

False

//cancel reload x

False

//double A r

False

//1 tab switch

False

//A slide A+B

False

//dpad view

False

//A B switch

False

//Z press I/O

False

//driver mouse

False

//driver keyboard

False

//stick arrows

False

//A roll qe

False

//cancel reload x

X

//double A r

R

//1 tab switch

//nunchuck stick

ZQSD

//wiimote alone wheel

QD

//wiimote alone up

Q

//wiimote alone down

D

//wiimote b

left click

//wiimote a

right click

//wiimote plus

G

//wiimote minus

T

//wiimote alone roll left

A

//wiimote alone home

Escape

//wiimote alone a and b

Enter

//wiimote alone left

Y

//wiimote alone right

U

//wiimote alone 1

S

//wiimote alone 2

W

//wiimote nunchuck roll right

E

//wiimote nunchuck roll left

A

//wiimote to front

R

//nunchuck to down

V

//nunchuck to down

V

//nunchuck to down

V

//nunchuck z and c

Control

//nunchuck c

Space

//nunchuck z

Shift

//wiimote nunchuck down

C

//wiimote nunchuck home

F

//wiimote nunchuck left

Y

//wiimote nunchuck right

U

//wiimote nunchuck up

X

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F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,

Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

## 3. Conclusion

• This book can be used as shortcut when you want play PC games with keyboard and mouse events. The configurations presented are the same on all computers. It corresponds to a lot of game genre because a lot of games are considerate with their own configuration. So it becomes easy for you to make the same in other games. Other explanations are available with the book “The Best of Fun with Chemistry and Gaming” by the same author.

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