

NullWiiCon V1 Manual

Thanks for buying a NullWiiCon, a Wii Gamepad to Switch/XInput converter!

Tested working controllers:

- Official Wii Classic Controller
- Official SNES Classic Controller
- Official NES Classic Controller
- 8BitDo Retro Receiver (only DPAD works)
- Some knockoff Wii Classic Pro Controller

Requirements for Switch Usage:

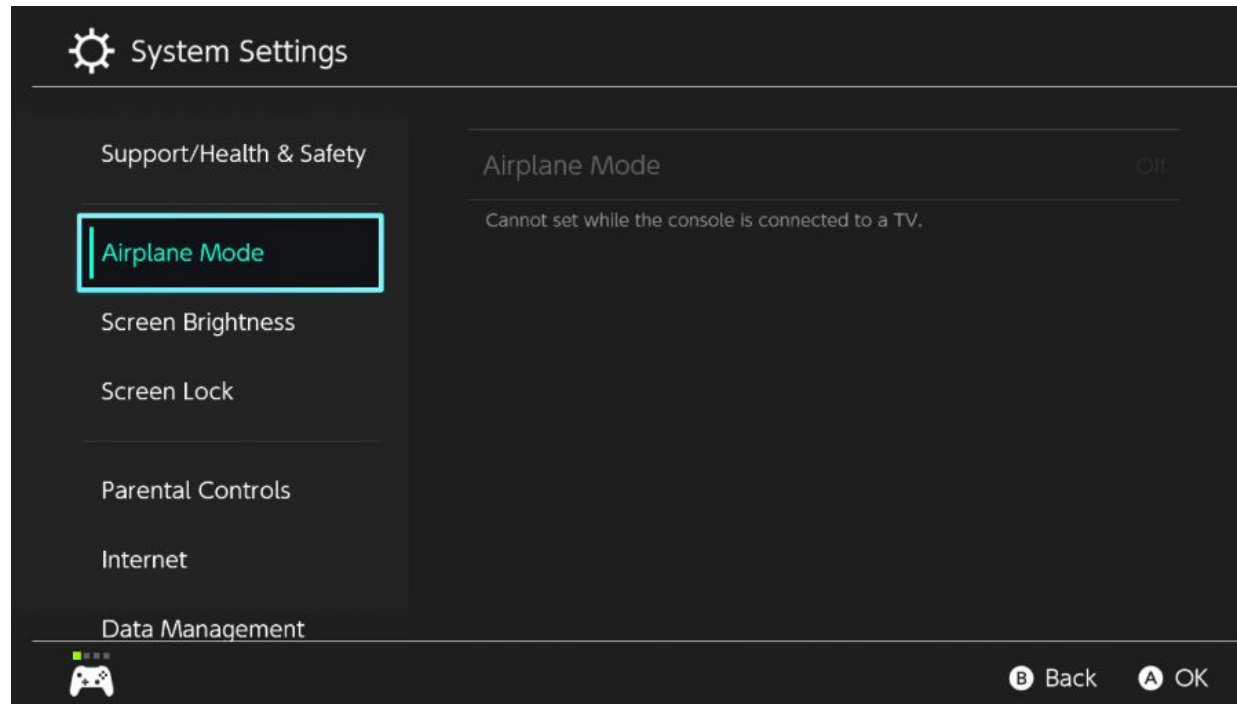
- Switch Firmware: Version 3.0.0 and newer
- "Pro Controller Wired Communication" turned on (tutorial below)

Requirements for XInput Usage:

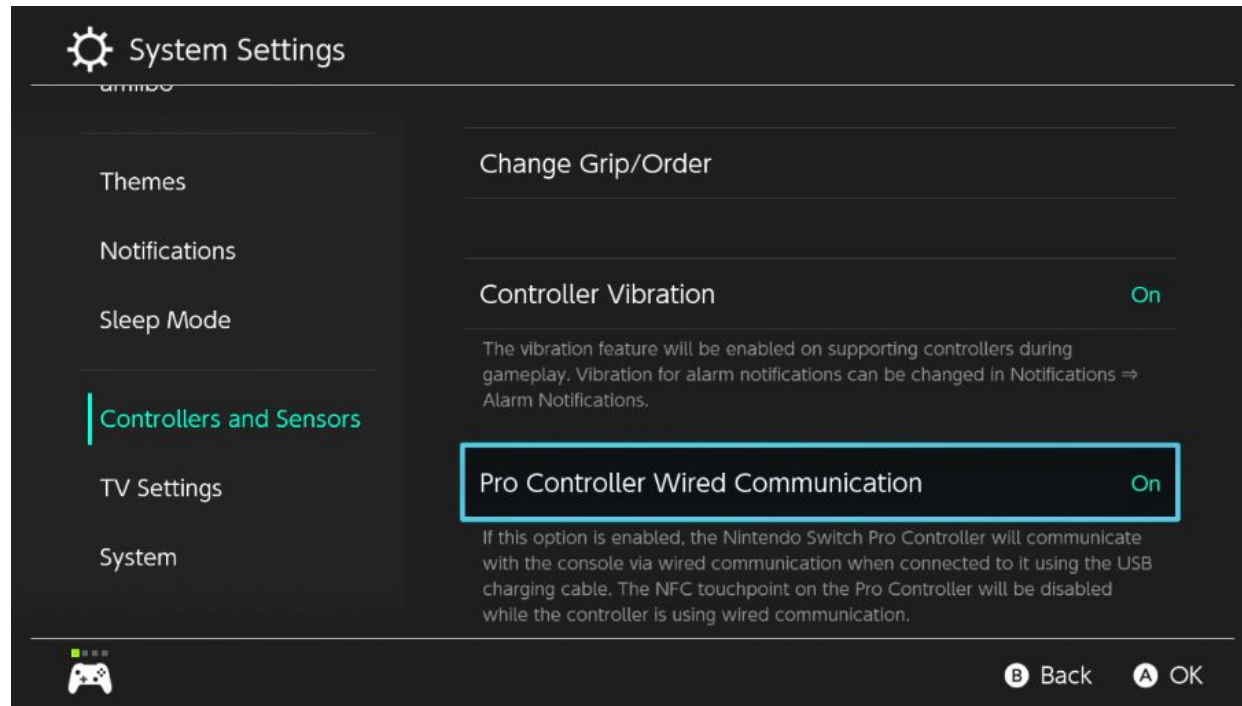
- Operating system that supports it (pretty much everything)

How to set up “Pro Controller Wired Communication” for Switch

1. Open Switch’s settings menu



2. Scroll down the left menu to “Controllers and Sensors”
3. Turn **ON** “Pro Controller Wired Communication”

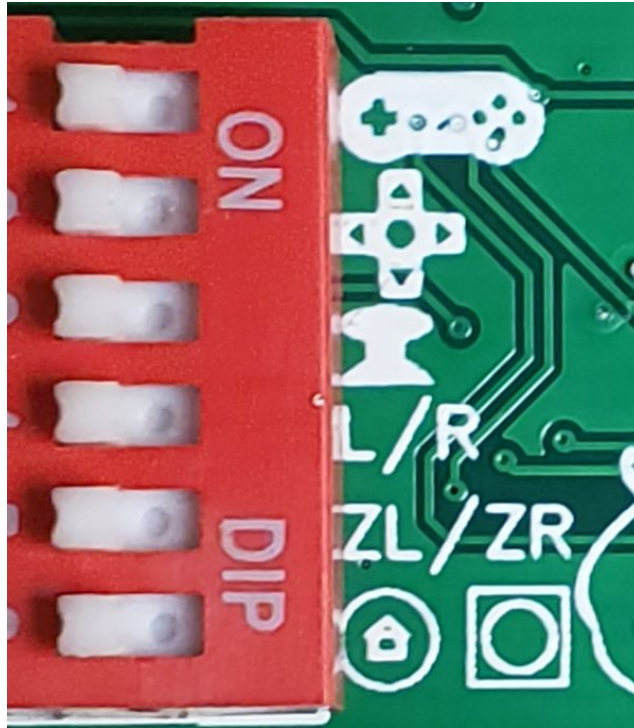


a.

4. Plug in controller to adapter and console, set DIP switches, and go!

DIP Switches - How to use and configure

On the board you'll see this section here:



On the left is a set of DIP Switches. When the switch is towards the white labels on the board, that mode is **ON**. When the switch is away from the picture/on label, it is **OFF**.

Modes:

1. Simple Pad Mode

- a. Recommended to use this switch when you are using a controller without analog sticks (SNES/NES Controllers)
- b. It enables the functions of the 4 next switches (DPAD, LStick, L/R, ZL/LR). Otherwise, they do nothing when Simple Pad Mode is off.
- c. When **Simple Pad Mode** is off, the connected controller is mapped as close as possible to a **Switch Pro Controller**:
 - i. Sticks mapped to sticks
 - ii. DPad mapped to DPad
 - iii. L/R mapped to L/R
 - iv. ZL/ZR mapped to ZL/ZR
- d. When in **XInput Mode**:
 - i. Sticks mapped to sticks
 - ii. DPad mapped to DPad
 - iii. L/R mapped to Left Bumper/Right Bumper
 - iv. ZL/ZR mapped to Left Trigger/Right Trigger

2. DPad

- a. Maps the DPad to the output DPad

3. Left Stick

- a. Maps the DPad to the output Left Stick

4. L/R

- a. **Switch**: Maps L/R to L/R
- b. **XInput**: Maps L/R to Left Bumper/Right Bumper

5. ZL/ZR

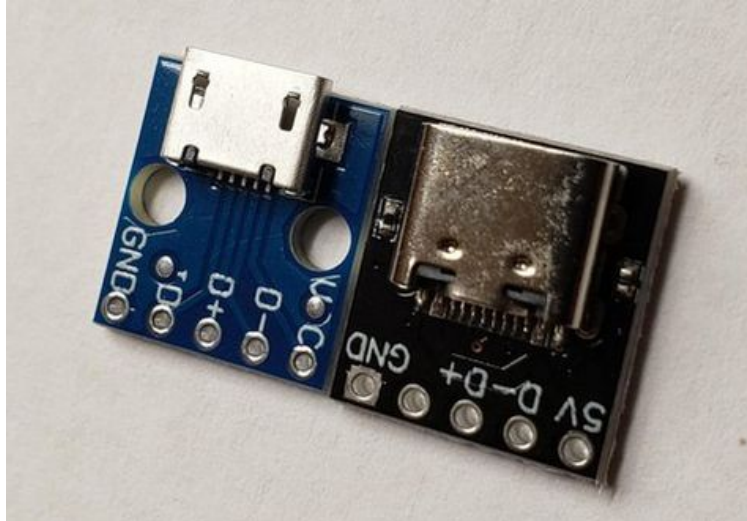
- a. **Switch**: Maps ZL/ZR to ZL/ZR
- b. **XInput**: Maps ZL/ZR to Left Trigger/Right Trigger

6. Home Button/Capture Shortcut

- a. Works when **Simple Pad Mode** is on/off.
- b. For both:
 - i. Down + Select presses Home
- c. For **Switch**:
 - i. Up + Start presses Capture

For Developers

- On V1 board, the “G D+ D- 5V” silkscreen is not accurate. It is flipped
- For a concrete reference, on the side of the board with the ATMEGA32u4, the 1x5 header slot is accurate to a common Micro B/my Type C breakout



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- Source code: <https://github.com/nullstalgia/NullWiiCon>