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MUNIA is a device that acquires input packets from controllers of various videogame consoles and shows them on your PC with the controller simultaneously remaining attached to its console. This allows you to display your inputs on gameplay videos or livestream content.

We offer devices for several consoles:

* Super Nintendo Entertainment System
* Nintendo 64
* Nintendo Gamecube
* Nintendo Entertainment System
* Playstation 1 (expected ~2017)
* Playstation 2(expected ~2017)
* Xbox (expected ~2017)
* Xbox 360 (wired only, expected ~2017)
* Xbox One (wired only, expected ~2017)

Plans for other controllers have not been formulated yet.

**Overview**

A typical setup includes:

* MUNIA device
* Controller and console
* Specialized cable connecting MUNIA and console
* USB cable connecting MUNIA and PC
* PC software for viewing

**Products**

NGC-only MUNIA: $55

**FAQ**

*Did this start out as a hobby project?*Yes, it did, how’d you know? All designs, firmware and software are open source actually. If you want to learn more or maybe even want to build your own device, you’re very welcome to take a look at <https://github.com/zzattack/munia>!

*I don’t like the default skins, can I change them?*  
Absolutely. The software has a very strong SVG based theming engine. You can create a new one using tools like Adobe Illustrator or Inkscape. Custom XML attributes are used to map buttons to graphical elements. It’s pretty simple, honestly!

*What does ‘MUNIA’ mean?*The very first iteration of the device supported SNES, N64 and NGC simultaneously. The acronym was for ‘Multi-use Nintendo Input Adapter’. Both the Multi-use and Nintendo parts no longer apply to most of our devices, so we’ve parted with the acronym but kept the pretty name.

*Will you support console ‘X’?*Unless mentioned on the index page, the likely answer is no. Newer generation consoles are usually too complicated. The low expected demand for adapters for older generation consoles doesn’t warrant the required development investments at the moment.

*How does this product compare to an Arduino?*  
Favorably. Benefits include not having to splice any cables, the device showing up as HID device on your computer, superior software, more stable firmware, ability to use the controller on our PC in e.g. emulators and better 3rd party controller support. In the end, though, both work and the MUNIA software also supports inputs from Arduino-based NintendoSpy devices!