

## **Game Mechanics and Game-Play Programming**

### **Guide to using the Wiimote in Unity**

#### **Connecting your Wiimote to your PC:**

1. Get a Bluetooth dongle that is compatible with the WIDCOMM Bluetooth drivers (these drivers are installed in the games labs Windows 7 machines). For a list of compatible Bluetooth dongles, see [http://wiibrew.org/wiki/List\\_of\\_Working\\_Bluetooth\\_Devices](http://wiibrew.org/wiki/List_of_Working_Bluetooth_Devices) . If nothing else, go to the computer shop Digiworld on La Trobe Street, opposite Melbourne Central. They sell a Belkin mini Bluetooth for about \$30 that works well with the WIDCOMM stack.
2. If you're at home, install the WIDCOMM drivers (just type WIDCOMM into google)
3. With your Bluetooth dongle inserted and Windows recognising it, hold down the "1" and "2" buttons on the bottom of your Wiimote and keep them held down for the next few steps.
4. Go to Bluetooth Devices in Windows. Should be an icon in the task bar or go to Control Panel -> Hardware and Sound -> Bluetooth Devices.
5. Press "Add a new wireless device"
6. Find the Nintendo controller, double click it.
7. If you're asked for a key, select "Pair without using a key".
8. Once the controller is added to the device list, right click it -> Properties -> Services, and make sure "Drivers for keyboard and mouse" is checked.
9. Let go of "1" and "2". Your controller is now ready for use. You can test it by running the "WiimoteTest.exe" file.
10. For the computers in the lab, if you let go of "1" and "2" before the pairing is complete you run the risk of blocking access to it on that computer. I.e. the pairing goes screwy, the wiimote won't work, and then (for some reason) it makes so that only Admins have access to the wiimote, thus you don't have privileges to remove it from the Bluetooth Device List and try it again.
11. If you switch off the power button on the wiimote, it won't be recognized again until you re-pair it. When you go to reconnect it, you will have to go to the Bluetooth Device List, select the wiimote and press "Remove Device", then repeat steps 1 – 9.
12. It is a good idea to remove the device before logging off your computer, just another measure to prevent the strange behaviour in step 11.
13. If you have multiple wiimotes, repeat steps 3 – 9. (though WiimoteTest.exe only works with one wiimote).