# N64 to Gc/Wii adapter firmware version 1.4 mappings

The following table describes how the adapter can translate N64 buttons to Gamecube buttons and/or axes.

| Gamecube | Default | 'L' held | 'R' held | 'L+R' held | 'C up' held | 'C down' held | 'C left' held | 'C right' held |
|---|---|---|---|---|---|---|---|---|
| | N64 | N64 | N64 | N64 | N64 | N64 | N64 | N64 |
| Analog stick | Analog stick | Analog stick | Analog stick | Analog stick | Analog stick | Analog stick | Analog stick | Analog stick |
| Digital Up | Digital Up | Digital Up | Digital Up | Digital Up | Digital Up | L | Digital Up | Digital Up |
| Digital Down | Digital Down | Digital Down | Digital Down | Digital Down | Digital Down | Digital Down | Digital Down | Digital Down |
| Digital Left | Digital Left | Digital Left | Digital Left | Digital Left | Digital Left | Digital Left | Digital Left | Digital Left |
| Digital Right | Digital Right | Digital Right | Digital Right | Digital Right | Digital Right | Digital Right | Digital Right | Digital Right |
| Start | Start | Start | Start | Start | Start | Start | Start | Start |
| A | A | A | A | A | A | A | A | A |
| B | B | B | B | B | B | B | B | B |
| X | | | C button right | C button right | C button down | C button down | C button down | C button left |
| Y | | | C button left | C button left | C button left | C button left | | C button down |
| L | Z | L | Z | L | Z | Z | Z | L |
| R | R | R | R | R | L | Digital Up | L | Z |
| Z | L | Z | L | Z | R | R | R | R |
| C stick up | C button up | C button up | C button up | C button up | C button up | C button up | C button up | C button up |
| C stick down | C button down | C button down | C button down | C button down | | | | |
| C stick left | C button left | C button left | | | | | C button left | |
| C stick right | C button right | C button right | | | C button right | C button right | C button right | C button right |

## Using alternate mappings
►Alternate mappings are activated by holding the appropriate N64 button(s) when the adapter gets powered :

*1) Hold appropriate button, 2) Connect to a powered console, 3) Release button.*

►The adapter stays in alternate mapping mode as long as it is powered.
►Disconnect and reconnect to revert to default mapping or change mapping.
►Disconnecting the console power also works, but beware of the Wii which does <u>not</u> remove power from controllers in standby mode.

## Adjusting Analog stick sensitivity
►The sensitivity is increased by holding the **'Digital right'** button when the adapter gets powered.
►The sensitivity is decreased by holding the **'Digital left'** button when the adapter gets powered.