WiimoteLib
Overview

WiimoteLib allows you to connect a Wiimote to your PC and communicate with it using .NET. This project started life as an article for Microsoft's Coding4Fun website. Basic usage and some internal details are all documented there for now. You can find this article here.

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Functionality to communicate with a Nintendo Wii Remote (Wiimote) from .NET.
# Classes

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wiimote</td>
<td>Implementation of Wiimote</td>
</tr>
<tr>
<td>WiimoteChangedEventArgs</td>
<td>Argument sent through the WiimoteChangedEvent</td>
</tr>
<tr>
<td>WiimoteExtensionChangedEventArgs</td>
<td>Argument sent through the WiimoteExtensionChangedEvent</td>
</tr>
<tr>
<td>WiimoteState</td>
<td>Current overall state of the Wiimote and all attachments</td>
</tr>
</tbody>
</table>
## Structures

<table>
<thead>
<tr>
<th>Structure</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>AccelCalibrationInfo</strong></td>
<td>Accelerometer calibration information</td>
</tr>
<tr>
<td><strong>AccelState</strong></td>
<td>Current state of the accelerometers</td>
</tr>
<tr>
<td><strong>ButtonState</strong></td>
<td>Current button state</td>
</tr>
<tr>
<td><strong>ClassicControllerButtonState</strong></td>
<td>Current button state of the Classic Controller</td>
</tr>
<tr>
<td><strong>ClassicControllerCalibrationInfo</strong></td>
<td>Calibration information stored on the Classic Controller</td>
</tr>
<tr>
<td><strong>ClassicControllerState</strong></td>
<td>Current state of the Classic Controller</td>
</tr>
<tr>
<td><strong>IRState</strong></td>
<td>Current state of the IR camera</td>
</tr>
<tr>
<td><strong>LEDState</strong></td>
<td>Current state of LEDs</td>
</tr>
<tr>
<td><strong>NunchukCalibrationInfo</strong></td>
<td>Calibration information stored on the Nunchuk</td>
</tr>
<tr>
<td><strong>NunchukState</strong></td>
<td>Current state of the Nunchuk extension</td>
</tr>
</tbody>
</table>
## Delegates

<table>
<thead>
<tr>
<th>Delegate</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>WiimoteChangedEventHandler</td>
<td>Event to handle a state change on the Wiimote</td>
</tr>
<tr>
<td>WiimoteExtensionChangedEventHandler</td>
<td>Event to handle insertion/removal of an extension (Nunchuk/Classic Controller)</td>
</tr>
</tbody>
</table>
## Enumerations

<table>
<thead>
<tr>
<th>Enumeration</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ExtensionType</td>
<td>The extension plugged into the Wiimote</td>
</tr>
<tr>
<td>IRMode</td>
<td>The mode of data reported for the IR sensor</td>
</tr>
<tr>
<td>Wiimote...InputReport</td>
<td>The report format in which the Wiimote should return data</td>
</tr>
</tbody>
</table>

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Accelerometer calibration information

**Namespace:** WiimoteLib
**Assembly:** WiimoteLib (in WiimoteLib.dll)
**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#
public struct AccelCalibrationInfo

Visual Basic (Declaration)
Public Structure AccelCalibrationInfo

Visual C++
public value class AccelCalibrationInfo
See Also

AccelCalibrationInfo Members
WiimoteLib Namespace

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The `AccelCalibrationInfo` type exposes the following members.
## Methods

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<tr>
<td>X0</td>
<td>Zero point of accelerometer</td>
</tr>
<tr>
<td>XG</td>
<td>Gravity at rest of accelerometer</td>
</tr>
<tr>
<td>Y0</td>
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AccelCalibrationInfo Structure
WiimoteLib Namespace

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AccelCalibrationInfo Fields

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Zero point of accelerometer

**Namespace:**  [WiimoteLib](#)
**Assembly:**  WiimoteLib (in WiimoteLib.dll)
**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public byte X0

Visual Basic (Declaration)

Public X0 As Byte

Visual C++

public:
unsigned char X0
See Also

AccelCalibrationInfo Structure
WiimoteLib Namespace

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Gravity at rest of accelerometer

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See Also

**AccelCalibrationInfo Structure**
**WiimoteLib Namespace**

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WiimoteLib

AccelCalibrationInfo::Y0 Field

**AccelCalibrationInfo Structure**  **See Also**  **Send Feedback**

Zero point of accelerometer

**Namespace:**  WiimoteLib

**Assembly:**  WiimoteLib (in WiimoteLib.dll)

**Version:**  1.2.1.0 (1.2.1.0)
**Syntax**

**C#**

```csharp
public byte Y0
```

**Visual Basic (Declaration)**

```vbnet
Public Y0 As Byte
```

**Visual C++**

```c++
public:
unsigned char Y0
```
See Also

AccelCalibrationInfo Structure
WiimoteLib Namespace

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Gravity at rest of accelerometer

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WiimoteLib
AccelCalibrationInfo..:::Z0 Field

AccelCalibrationInfo Structure  See Also  Send Feedback

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WiimoteLib
AccelCalibrationInfo:::ZG Field
AccelCalibrationInfo Structure  See Also  Send Feedback

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Assembly:  WiimoteLib (in WiimoteLib.dll)
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Visual Basic (Declaration)

Public ZG As Byte

Visual C++

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See Also

AccelCalibrationInfo Structure
WiimoteLib Namespace

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Current state of the accelerometers

Namespace: WiimoteLib
Assembly: WiimoteLib (in WiimoteLib.dll)
Version: 1.2.1.0 (1.2.1.0)
Syntax

**C#**

public struct AccelState

**Visual Basic (Declaration)**

Public Structure AccelState

**Visual C++**

public value class AccelState
See Also

- AccelState Members
- WiimoteLib Namespace

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The **AccelState** type exposes the following members.
## Methods

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<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>------</td>
<td>-------------</td>
</tr>
<tr>
<td>RawX</td>
<td>Raw accelerometer data.</td>
</tr>
</tbody>
</table>
Remarks

Values range between 0 - 255

RawY Raw accelerometer data.
Remarks

Values range between 0 - 255

RawZ Raw accelerometer data.
**Remarks**

Values range between 0 - 255

- $X$ Normalized accelerometer data. Values range between 0 - ?
- $Y$ Normalized accelerometer data. Values range between 0 - ?
- $Z$ Normalized accelerometer data. Values range between 0 - ?
See Also

AccelState Structure
WiimoteLib Namespace

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The `AccelState` type exposes the following members.
### Fields

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<th>Description</th>
</tr>
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<td>Raw accelerometer data.</td>
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Remarks

Values range between 0 - 255

RawY Raw accelerometer data.
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RawZ Raw accelerometer data.
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Values range between 0 - 255

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See Also

AccelState Structure
WiimoteLib Namespace

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AccelState...:::RawX Field

See Also  Send Feedback

Raw accelerometer data.
Remarks

Values range between 0 - 255

Namespace: WiimoteLib
Assembly: WiimoteLib (in WiimoteLib.dll)
Version: 1.2.1.0 (1.2.1.0)
## Syntax

### C#

public `byte` RawX

### Visual Basic (Declaration)

Public RawX As `Byte`

### Visual C++

public:
`unsigned char` RawX
See Also

AccelState Structure
WiimoteLib Namespace

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Raw accelerometer data.
Remarks

Values range between 0 - 255

Namespace: WiimoteLib
Assembly: WiimoteLib (in WiimoteLib.dll)
Version: 1.2.1.0 (1.2.1.0)
Syntax

C#

public byte RawY

Visual Basic (Declaration)

Public RawY As Byte

Visual C++

public:
unsigned char RawY
See Also

AccelState Structure
WiimoteLib Namespace

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AccelState...:::RawZ Field

AccelState Structure  See Also  Send Feedback

Raw accelerometer data.
Remarks

Values range between 0 - 255

Namespace: WiimoteLib
Assembly: WiimoteLib (in WiimoteLib.dll)
Version: 1.2.1.0 (1.2.1.0)
Syntax

C#

public byte RawZ

Visual Basic (Declaration)

Public RawZ As Byte

Visual C++

public:
unsigned char RawZ
See Also

AccelState Structure
WiimoteLib Namespace

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Normalized accelerometer data. Values range between $0 - \infty$.

**Namespace:**  [WiimoteLib](#)  
**Assembly:**  WiimoteLib (in WiimoteLib.dll)  
**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public float X

Visual Basic (Declaration)

Public X As Single

Visual C++

public:
float X
See Also

AccelState Structure
WiimoteLib Namespace

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Normalized accelerometer data. Values range between 0 - ?

**Namespace:**  [WiimoteLib](#)
**Assembly:**  WiimoteLib (in WiimoteLib.dll)
**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

general $float$ $Y$

Visual Basic (Declaration)

Public $Y$ As $Single$

Visual C++

public:
$float$ $Y$
See Also

AccelState Structure
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Normalized accelerometer data. Values range between 0 - ?

**Namespace:** WiimoteLib
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WiimoteLib Namespace

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ButtonState Structure

Current button state

Namespace: WiimoteLib
Assembly: WiimoteLib (in WiimoteLib.dll)
Version: 1.2.1.0 (1.2.1.0)
Syntax

C#

public struct ButtonState

Visual Basic (Declaration)

Public Structure ButtonState

Visual C++

public value class ButtonState
See Also

ButtonState Members
WiimoteLib Namespace

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The `ButtonState` type exposes the following members.
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<td>Digital button on the Wiimote</td>
</tr>
<tr>
<td>B</td>
<td>Digital button on the Wiimote</td>
</tr>
<tr>
<td>Down</td>
<td>Digital button on the Wiimote</td>
</tr>
<tr>
<td>Home</td>
<td>Digital button on the Wiimote</td>
</tr>
<tr>
<td>Left</td>
<td>Digital button on the Wiimote</td>
</tr>
<tr>
<td>Minus</td>
<td>Digital button on the Wiimote</td>
</tr>
<tr>
<td>One</td>
<td>Digital button on the Wiimote</td>
</tr>
<tr>
<td>Plus</td>
<td>Digital button on the Wiimote</td>
</tr>
<tr>
<td>Right</td>
<td>Digital button on the Wiimote</td>
</tr>
<tr>
<td>Two</td>
<td>Digital button on the Wiimote</td>
</tr>
<tr>
<td>Up</td>
<td>Digital button on the Wiimote</td>
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See Also

ButtonState Structure
WiimoteLib Namespace

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C# □ Visual Basic □ Visual C++ □ Include Protected Members □ Include Inherited Members

WiimoteLib

ButtonState Fields

**ButtonState Structure**  **See Also**  **Send Feedback**

The **ButtonState** type exposes the following members.
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<td>Minus</td>
<td>Digital button on the Wiimote</td>
</tr>
<tr>
<td>One</td>
<td>Digital button on the Wiimote</td>
</tr>
<tr>
<td>Plus</td>
<td>Digital button on the Wiimote</td>
</tr>
<tr>
<td>Right</td>
<td>Digital button on the Wiimote</td>
</tr>
<tr>
<td>Two</td>
<td>Digital button on the Wiimote</td>
</tr>
<tr>
<td>Up</td>
<td>Digital button on the Wiimote</td>
</tr>
</tbody>
</table>
See Also

ButtonState Structure  
WiimoteLib Namespace

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Digital button on the Wiimote

**Namespace:**  [WiimoteLib](#)

**Assembly:**  WiimoteLib (in WiimoteLib.dll)

**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#
public bool A

Visual Basic (Declaration)
Public A As Boolean

Visual C++
public:
bool A
See Also

See Also

ButtonState Structure
WiimoteLib Namespace

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**Namespace:**  [WiimoteLib](#)

**Assembly:**  WiimoteLib (in WiimoteLib.dll)

**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#
public bool B

Visual Basic (Declaration)
Public B As Boolean

Visual C++
public:
bool B
See Also

ButtonState Structure
WiimoteLib Namespace

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ButtonState::Down Field

Digital button on the Wiimote

**Namespace:** WiimoteLib
**Assembly:** WiimoteLib (in WiimoteLib.dll)
**Version:** 1.2.1.0 (1.2.1.0)
## Syntax

**C#**

```csharp
public bool Down
```

**Visual Basic (Declaration)**

```vbnet
Public Down As Boolean
```

**Visual C++**

```cpp
public:
    bool Down
```

See Also

ButtonState Structure
WiimoteLib Namespace

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**Namespace:**  WiimoteLib  
**Assembly:**  WiimoteLib (in WiimoteLib.dll)  
**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public bool Home

Visual Basic (Declaration)

Public Home As Boolean

Visual C++

public:
    bool Home
See Also

[ButtonState Structure](ButtonStateStructure)
[WiimoteLib Namespace](WiimoteLibNamespace)

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WiimoteLib

ButtonState.::.:Left Field

**ButtonState Structure**  **See Also**  **Send Feedback**

Digital button on the Wiimote

**Namespace:**  **WiimoteLib**

**Assembly:**  WiimoteLib (in WiimoteLib.dll)

**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public bool Left

Visual Basic (Declaration)

Public Left As Boolean

Visual C++

public:
bool Left
See Also

ButtonState Structure
WiimoteLib Namespace

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Digital button on the Wiimote

**Namespace:**  [WiimoteLib](https://www.wiimote.com)

**Assembly:**  WiimoteLib (in WiimoteLib.dll)

**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public bool Minus

Visual Basic (Declaration)

Public Minus As Boolean

Visual C++

public:
    bool Minus
See Also

ButtonState Structure  
WiimoteLib Namespace

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Digital button on the Wiimote

**Namespace:**  WiimoteLib
**Assembly:**  WiimoteLib (in WiimoteLib.dll)
**Version:**  1.2.1.0 (1.2.1.0)
Syntax

**C#**

```csharp
public bool One
```

**Visual Basic (Declaration)**

```vbnet
Public One As Boolean
```

**Visual C++**

```cpp
public:
    bool One
```
See Also

ButtonState Structure
WiimoteLib Namespace

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WiimoteLib

ButtonState..:::Plus Field

Digital button on the Wiimote

**Namespace:** WiimoteLib

**Assembly:** WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
### Syntax

#### C#

public bool Plus

#### Visual Basic (Declaration)

Public Plus As Boolean

#### Visual C++

public:
    bool Plus
See Also

ButtonState Structure  
WiimoteLib Namespace

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Digital button on the Wiimote

**Namespace:** [WiimoteLib](#)

**Assembly:** WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

**C#**

public bool Right

**Visual Basic (Declaration)**

Public Right As Boolean

**Visual C++**

public:
bool Right
See Also

ButtonState Structure
WiimoteLib Namespace

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Digital button on the Wiimote

**Namespace:**  [WiimoteLib](#)

**Assembly:**  WiimoteLib (in WiimoteLib.dll)

**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public bool Two

Visual Basic (Declaration)

Public Two As Boolean

Visual C++

public:
bool Two
See Also

ButtonState Structure
WiimoteLib Namespace

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Digital button on the Wiimote

**Namespace:**  WiimoteLib  
**Assembly:**  WiimoteLib (in WiimoteLib.dll)  
**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public bool Up

Visual Basic (Declaration)

Public Up As Boolean

Visual C++

public:
bool Up
See Also

ButtonState Structure
WiimoteLib Namespace

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Current button state of the Classic Controller

**Namespace:** [WiimoteLib](#)

**Assembly:** WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public struct ClassicControllerButtonState

Visual Basic (Declaration)

Public Structure ClassicControllerButtonState

Visual C++

public value class ClassicControllerButtonState
See Also

ClassicControllerButtonState Members
WiimoteLib Namespace

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The ClassicControllerButtonType type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Equals</strong></td>
<td>Indicates whether this instance and a specified object are equal.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">ValueType</a>.)</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <a href="#">Object</a> to attempt to free resources and perform other cleanup</td>
</tr>
<tr>
<td></td>
<td>operations before the <a href="#">Object</a> is reclaimed by garbage collection.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Returns the hash code for this instance.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">ValueType</a>.)</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the <a href="#">Type</a> of the current instance.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current <a href="#">Object</a>.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns the fully qualified type name of this instance.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">ValueType</a>.)</td>
</tr>
</tbody>
</table>
# Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Digital button on the Classic Controller extension</td>
</tr>
<tr>
<td>B</td>
<td>Digital button on the Classic Controller extension</td>
</tr>
<tr>
<td>Down</td>
<td>Digital button on the Classic Controller extension</td>
</tr>
<tr>
<td>Home</td>
<td>Digital button on the Classic Controller extension</td>
</tr>
<tr>
<td>Left</td>
<td>Digital button on the Classic Controller extension</td>
</tr>
<tr>
<td>Minus</td>
<td>Digital button on the Classic Controller extension</td>
</tr>
<tr>
<td>Plus</td>
<td>Digital button on the Classic Controller extension</td>
</tr>
<tr>
<td>Right</td>
<td>Digital button on the Classic Controller extension</td>
</tr>
<tr>
<td>TriggerL</td>
<td>Analog trigger - false if released, true for any pressure applied</td>
</tr>
<tr>
<td>TriggerR</td>
<td>Analog trigger - false if released, true for any pressure applied</td>
</tr>
<tr>
<td>Up</td>
<td>Digital button on the Classic Controller extension</td>
</tr>
<tr>
<td>X</td>
<td>Digital button on the Classic Controller extension</td>
</tr>
<tr>
<td>Y</td>
<td>Digital button on the Classic Controller extension</td>
</tr>
<tr>
<td>ZL</td>
<td>Digital button on the Classic Controller extension</td>
</tr>
<tr>
<td>ZR</td>
<td>Digital button on the Classic Controller extension</td>
</tr>
</tbody>
</table>
See Also

ClassicControllerButtonState Structure
WiimoteLib Namespace

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The **ClassicControllerButtonState** type exposes the following members.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Digital button on the Classic Controller extension</td>
</tr>
<tr>
<td>B</td>
<td>Digital button on the Classic Controller extension</td>
</tr>
<tr>
<td>Down</td>
<td>Digital button on the Classic Controller extension</td>
</tr>
<tr>
<td>Home</td>
<td>Digital button on the Classic Controller extension</td>
</tr>
<tr>
<td>Left</td>
<td>Digital button on the Classic Controller extension</td>
</tr>
<tr>
<td>Minus</td>
<td>Digital button on the Classic Controller extension</td>
</tr>
<tr>
<td>Plus</td>
<td>Digital button on the Classic Controller extension</td>
</tr>
<tr>
<td>Right</td>
<td>Digital button on the Classic Controller extension</td>
</tr>
<tr>
<td>TriggerL</td>
<td>Analog trigger - false if released, true for any pressure applied</td>
</tr>
<tr>
<td>TriggerR</td>
<td>Analog trigger - false if released, true for any pressure applied</td>
</tr>
<tr>
<td>Up</td>
<td>Digital button on the Classic Controller extension</td>
</tr>
<tr>
<td>X</td>
<td>Digital button on the Classic Controller extension</td>
</tr>
<tr>
<td>Y</td>
<td>Digital button on the Classic Controller extension</td>
</tr>
<tr>
<td>ZL</td>
<td>Digital button on the Classic Controller extension</td>
</tr>
<tr>
<td>ZR</td>
<td>Digital button on the Classic Controller extension</td>
</tr>
</tbody>
</table>
See Also

ClassicControllerButtonStructure
WiimoteLib Namespace

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Digital button on the Classic Controller extension

**Namespace:**  [WiimoteLib](#)

**Assembly:**  WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public bool A

Visual Basic (Declaration)

Public A As Boolean

Visual C++

public:

bool A
See Also

ClassicControllerButtonState Structure
WiimoteLib Namespace

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Digital button on the Classic Controller extension

**Namespace:** [WiimoteLib](http://www.wiimote.com)

**Assembly:** WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public bool B

Visual Basic (Declaration)

Public B As Boolean

Visual C++

public:
bool B
See Also

ClassicControllerButtonState Structure
WiimoteLib Namespace

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Digital button on the Classic Controller extension

**Namespace:** WiimoteLib

**Assembly:** WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public bool Down

Visual Basic (Declaration)

Public Down As Boolean

Visual C++

public:
    bool Down
See Also

ClassicControllerButtonStructure
WiimoteLib Namespace

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WiimoteLib
ClassicControllerButtonState..:::Home Field

Digital button on the Classic Controller extension

**Namespace:**  [WiimoteLib](#)
**Assembly:**  WiimoteLib (in WiimoteLib.dll)
**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public bool Home

Visual Basic (Declaration)

Public Home As Boolean

Visual C++

public:
bool Home
See Also

ClassicControllerButtonState Structure
WiimoteLib Namespace

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Digital button on the Classic Controller extension

**Namespace:** [WiimoteLib](https://www.wiimotelib.com)

**Assembly:** WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

**C#**

public bool Left

**Visual Basic (Declaration)**

Public Left As Boolean

**Visual C++**

public:

bool Left
See Also

ClassicControllerButtonState Structure
WiimoteLib Namespace

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Digital button on the Classic Controller extension

**Namespace:** [WiimoteLib](https://example.com/WiimoteLib)

**Assembly:** WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#
public bool Minus

Visual Basic (Declaration)
Public Minus As Boolean

Visual C++
public:
bool Minus
See Also

ClassicControllerButtonState Structure
WiimoteLib Namespace

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Digital button on the Classic Controller extension

**Namespace:** WiimoteLib

**Assembly:** WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

**C#**

public **bool** Plus

**Visual Basic (Declaration)**

Public Plus As **Boolean**

**Visual C++**

public:
**bool** Plus
See Also

- ClassicControllerButtonState Structure
- WiimoteLib Namespace

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WiimoteLib
ClassicControllerButtonState:::Right Field

**Namespace:** WiimoteLib
**Assembly:** WiimoteLib (in WiimoteLib.dll)
**Version:** 1.2.1.0 (1.2.1.0)

Digital button on the Classic Controller extension
Syntax

C#
public bool Right

Visual Basic (Declaration)
Public Right As Boolean

Visual C++
public:
bool Right
See Also

**ClassicControllerButtonState Structure**

**WiimoteLib Namespace**

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WiimoteLib
ClassicControllerButtonState..:::TriggerL Field

Analog trigger - false if released, true for any pressure applied

**Namespace:**  WiimoteLib  
**Assembly:**  WiimoteLib (in WiimoteLib.dll)  
**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public bool TriggerL

Visual Basic (Declaration)

Public TriggerL As Boolean

Visual C++

public:
bool TriggerL
See Also

ClassicControllerButtonState Structure
WiimoteLib Namespace

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WiimoteLib

ClassicControllerButtonState..::.TriggerR Field

ClassicControllerButtonState Structure  See Also  Send Feedback

Analog trigger - false if released, true for any pressure applied

Namespace:  WiimoteLib
Assembly:  WiimoteLib (in WiimoteLib.dll)
Version:  1.2.1.0 (1.2.1.0)
Syntax

**C#**

```csharp
public bool TriggerR
```

**Visual Basic (Declaration)**

```vbnet
Public TriggerR As Boolean
```

**Visual C++**

```cpp
public:
bool TriggerR
```
See Also

ClassicControllerButtonState Structure
WiimoteLib Namespace

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Digital button on the Classic Controller extension

**Namespace:** WiimoteLib

**Assembly:** WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public bool Up

Visual Basic (Declaration)

Public Up As Boolean

Visual C++

public:
bool Up
See Also

ClassicControllerButtonState Structure
WiimoteLib Namespace

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Digital button on the Classic Controller extension

**Namespace:** WiimoteLib

**Assembly:** WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public bool X

Visual Basic (Declaration)

Public X As Boolean

Visual C++

public:
bool X
See Also

ClassicControllerButtonState Structure
WiimoteLib Namespace

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Digital button on the Classic Controller extension

**Namespace:** [WiimoteLib](#)

**Assembly:** WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

**C#**

public bool Y

**Visual Basic (Declaration)**

Public Y As Boolean

**Visual C++**

public:
  bool Y
See Also

ClassicControllerButtonState Structure
WiimoteLib Namespace

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**Namespace:**  WiimoteLib

**Assembly:**  WiimoteLib (in WiimoteLib.dll)

**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public bool ZL

Visual Basic (Declaration)

Public ZL As Boolean

Visual C++

public:
    bool ZL
See Also

ClassicControllerButtonState Structure
WiimoteLib Namespace

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Digital button on the Classic Controller extension

**Namespace:** WiimoteLib  
**Assembly:** WiimoteLib (in WiimoteLib.dll)  
**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public bool ZR

Visual Basic (Declaration)

Public ZR As Boolean

Visual C++

public:
bool ZR
See Also

ClassicControllerButtonState Structure
WiimoteLib Namespace

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Calibration information stored on the Classic Controller

Namespace: WiimoteLib
Assembly: WiimoteLib (in WiimoteLib.dll)
Version: 1.2.1.0 (1.2.1.0)
Syntax

C#

public struct ClassicControllerCalibrationInfo

Visual Basic (Declaration)

Public Structure ClassicControllerCalibrationInfo

Visual C++

public value class ClassicControllerCalibrationInfo
See Also

ClassicControllerCalibrationInfo Members
WiimoteLib Namespace

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WiimoteLib
ClassicControllerCalibrationInfo Members

The `ClassicControllerCalibrationInfo` type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Equals</strong></td>
<td>Indicates whether this instance and a specified object are equal.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">ValueType</a> )</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <a href="#">Object</a> to attempt to free resources and perform other cleanup operations before the <a href="#">Object</a> is reclaimed by garbage collection.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Object</a>)</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Returns the hash code for this instance.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">ValueType</a>)</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the <a href="#">Type</a> of the current instance.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Object</a>)</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current <a href="#">Object</a>.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Object</a>)</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns the fully qualified type name of this instance.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">ValueType</a>)</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>------------</td>
<td>---------------------------</td>
</tr>
<tr>
<td>MaxTriggerL</td>
<td>Left analog trigger</td>
</tr>
<tr>
<td>MaxTriggerR</td>
<td>Right analog trigger</td>
</tr>
<tr>
<td>MaxXL</td>
<td>Left joystick X-axis</td>
</tr>
<tr>
<td>MaxXR</td>
<td>Right joystick X-axis</td>
</tr>
<tr>
<td>MaxYL</td>
<td>Left joystick Y-axis</td>
</tr>
<tr>
<td>MaxYR</td>
<td>Right joystick Y-axis</td>
</tr>
<tr>
<td>MidXL</td>
<td>Left joystick X-axis</td>
</tr>
<tr>
<td>MidXR</td>
<td>Right joystick X-axis</td>
</tr>
<tr>
<td>MidYL</td>
<td>Left joystick Y-axis</td>
</tr>
<tr>
<td>MidYR</td>
<td>Right joystick Y-axis</td>
</tr>
<tr>
<td>MinTriggerL</td>
<td>Left analog trigger</td>
</tr>
<tr>
<td>MinTriggerR</td>
<td>Right analog trigger</td>
</tr>
<tr>
<td>MinXL</td>
<td>Left joystick X-axis</td>
</tr>
<tr>
<td>MinXR</td>
<td>Right joystick X-axis</td>
</tr>
<tr>
<td>MinYL</td>
<td>Left joystick Y-axis</td>
</tr>
<tr>
<td>MinYR</td>
<td>Right joystick Y-axis</td>
</tr>
</tbody>
</table>
See Also

ClassicControllerCalibrationInfo Structure
WiimoteLib Namespace

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The `ClassicControllerCalibrationInfo` type exposes the following members.
### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>MaxTriggerL</strong></td>
<td>Left analog trigger</td>
</tr>
<tr>
<td><strong>MaxTriggerR</strong></td>
<td>Right analog trigger</td>
</tr>
<tr>
<td><strong>MaxXL</strong></td>
<td>Left joystick X-axis</td>
</tr>
<tr>
<td><strong>MaxXR</strong></td>
<td>Right joystick X-axis</td>
</tr>
<tr>
<td><strong>MaxYL</strong></td>
<td>Left joystick Y-axis</td>
</tr>
<tr>
<td><strong>MaxYR</strong></td>
<td>Right joystick Y-axis</td>
</tr>
<tr>
<td><strong>MidXL</strong></td>
<td>Left joystick X-axis</td>
</tr>
<tr>
<td><strong>MidXR</strong></td>
<td>Right joystick X-axis</td>
</tr>
<tr>
<td><strong>MidYL</strong></td>
<td>Left joystick Y-axis</td>
</tr>
<tr>
<td><strong>MaxYR</strong></td>
<td>Right joystick Y-axis</td>
</tr>
<tr>
<td><strong>MinTriggerL</strong></td>
<td>Left analog trigger</td>
</tr>
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<td><strong>MinTriggerR</strong></td>
<td>Right analog trigger</td>
</tr>
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<td><strong>MinXL</strong></td>
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<td><strong>MinXR</strong></td>
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See Also

ClassicControllerCalibrationInfo Structure
WiimoteLib Namespace

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C#  Visual Basic  Visual C++
WiimoteLib
ClassicControllerCalibrationInfo:::MaxTriggerL Field
ClassicControllerCalibrationInfo Structure  See Also  Send Feedback

Left analog trigger

Namespace:  WiimoteLib
Assembly:  WiimoteLib (in WiimoteLib.dll)
Version:  1.2.1.0 (1.2.1.0)
Syntax

C#

public byte MaxTriggerL

Visual Basic (Declaration)

Public MaxTriggerL As Byte

Visual C++

public:
unsigned char MaxTriggerL
See Also

ClassicControllerCalibrationInfo Structure
WiimoteLib Namespace

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Right analog trigger

**Namespace:** WiimoteLib

**Assembly:** WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public byte MaxTriggerR

Visual Basic (Declaration)

Public MaxTriggerR As Byte

Visual C++

public:
unsigned char MaxTriggerR
See Also

ClassicControllerCalibrationInfo Structure
WiimoteLib Namespace

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WiimoteLib
ClassicControllerCalibrationInfo..:::.MaxXL Field
ClassicControllerCalibrationInfo Structure  See Also  Send Feedback

Left joystick X-axis

Namespace:  WiimoteLib
Assembly:  WiimoteLib (in WiimoteLib.dll)
Version:  1.2.1.0 (1.2.1.0)
## Syntax

### C#

```
public byte MaxXL
```

### Visual Basic (Declaration)

```
Public MaxXL As Byte
```

### Visual C++

```
public:
unsigned char MaxXL
```
See Also

ClassicControllerCalibrationInfo Structure
WiimoteLib Namespace

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C#  Visual Basic  Visual C++  
WiimoteLib  
ClassicControllerCalibrationInfo:::MaxXR Field  
ClassicControllerCalibrationInfo Structure  See Also  Send Feedback  
Right joystick X-axis  

Namespace: WiimoteLib  
Assembly: WiimoteLib (in WiimoteLib.dll)  
Version: 1.2.1.0 (1.2.1.0)
Syntax

C#

public byte MaxXR

Visual Basic (Declaration)

Public MaxXR As Byte

Visual C++

public:
unsigned char MaxXR
See Also

ClassicControllerCalibrationInfo Structure
WiimoteLib Namespace

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WiimoteLib
ClassicControllerCalibrationInfo:::MaxYL Field

Left joystick Y-axis

Namespace: WiimoteLib
Assembly: WiimoteLib (in WiimoteLib.dll)
Version: 1.2.1.0 (1.2.1.0)
Syntax

C#

public byte MaxYL

Visual Basic (Declaration)

Public MaxYL As Byte

Visual C++

public:
unsigned char MaxYL
See Also

ClassicControllerCalibrationInfo Structure
WiimoteLib Namespace

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Right joystick Y-axis

Namespace:  WiimoteLib
Assembly:  WiimoteLib (in WiimoteLib.dll)
Version:  1.2.1.0 (1.2.1.0)
Syntax

C#

public byte MaxYR

Visual Basic (Declaration)

Public MaxYR As Byte

Visual C++

public:
unsigned char MaxYR
See Also

ClassicControllerCalibrationInfo Structure
WiimoteLib Namespace

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WiimoteLib
ClassicControllerCalibrationInfo:::MidXL Field
ClassicControllerCalibrationInfo Structure  See Also  Send Feedback

Left joystick X-axis

Namespace:  WiimoteLib
Assembly:  WiimoteLib (in WiimoteLib.dll)
Version:  1.2.1.0 (1.2.1.0)
Syntax

C#

public byte MidXL

Visual Basic (Declaration)

Public MidXL As Byte

Visual C++

public:
unsigned char MidXL
See Also

ClassicControllerCalibrationInfo Structure
WiimoteLib Namespace

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Right joystick X-axis

**Namespace:**  [WiimoteLib](#)
**Assembly:**  WiimoteLib (in WiimoteLib.dll)
**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public byte MidXR

Visual Basic (Declaration)

Public MidXR As Byte

Visual C++

public:
unsigned char MidXR
See Also

ClassicControllerCalibrationInfo Structure
WiimoteLib Namespace

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Left joystick Y-axis

**Namespace:**  WiimoteLib

**Assembly:**  WiimoteLib (in WiimoteLib.dll)

**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public byte MidYL

Visual Basic (Declaration)

Public MidYL As Byte

Visual C++

public:
unsigned char MidYL
See Also

ClassicControllerCalibrationInfo Structure
WiimoteLib Namespace

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WiimoteLib
ClassicControllerCalibrationInfo:::MidYR Field

Right joystick Y-axis

**Namespace:** WiimoteLib
**Assembly:** WiimoteLib (in WiimoteLib.dll)
**Version:** 1.2.1.0 (1.2.1.0)
Syntax

**C#**

public byte MidYR

**Visual Basic (Declaration)**

Public MidYR As Byte

**Visual C++**

public:
unsigned char MidYR
See Also

ClassicControllerCalibrationInfo Structure
WiimoteLib Namespace

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WiimoteLib

ClassicControllerCalibrationInfo::MinTriggerL Field

ClassicControllerCalibrationInfo Structure  See Also  Send Feedback

Left analog trigger

**Namespace:** WiimoteLib  
**Assembly:** WiimoteLib (in WiimoteLib.dll)  
**Version:** 1.2.1.0 (1.2.1.0)
**Syntax**

**C#**

```csharp
public byte MinTriggerL
```

**Visual Basic (Declaration)**

```vbnet
Public MinTriggerL As Byte
```

**Visual C++**

```cpp
public:
unsigned char MinTriggerL
```
See Also

ClassicControllerCalibrationInfo Structure
WiimoteLib Namespace

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C# Visual Basic Visual C++
WiimoteLib
ClassicControllerCalibrationInfo:::MinTriggerR Field

ClassicControllerCalibrationInfo Structure  See Also  Send Feedback

Right analog trigger

Namespace: WiimoteLib
Assembly: WiimoteLib (in WiimoteLib.dll)
Version: 1.2.1.0 (1.2.1.0)
Syntax

**C#**

```csharp
public byte MinTriggerR
```

**Visual Basic (Declaration)**

```vbnet
Public MinTriggerR As Byte
```

**Visual C++**

```cpp
public:
unsigned char MinTriggerR
```
See Also

ClassicController Calibration Info Structure
WiimoteLib Namespace

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Left joystick X-axis

**Namespace:** WiimoteLib

**Assembly:** WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

```csharp
public byte MinXL
```

Visual Basic (Declaration)

```vbnet
Public MinXL As Byte
```

Visual C++

```c++
public:
std::byte MinXL
```
See Also

ClassicControllerCalibrationInfo Structure
WiimoteLib Namespace

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WiimoteLib
ClassicControllerCalibrationInfo::$::MinXR Field

Right joystick X-axis

**Namespace:**  [WiimoteLib](http://WiimoteLib)

**Assembly:**  WiimoteLib (in WiimoteLib.dll)

**Version:**  1.2.1.0 (1.2.1.0)
Syntax

**C#**

```csharp
public byte MinXR
```

**Visual Basic (Declaration)**

```vbnet
Public MinXR As Byte
```

**Visual C++**

```cpp
public:
unsigned char MinXR
```
See Also

ClassicControllerCalibrationInfo Structure
WiimoteLib Namespace

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C#  Visual Basic  Visual C++

WiimoteLib
ClassicControllerCalibrationInfo:::MinYL Field

ClassicControllerCalibrationInfo Structure  See Also  Send Feedback

Left joystick Y-axis

**Namespace:**  WiimoteLib
**Assembly:**  WiimoteLib (in WiimoteLib.dll)
**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public byte MinYL

Visual Basic (Declaration)

Public MinYL As Byte

Visual C++

public:
unsigned char MinYL
See Also

ClassicControllerCalibrationInfo Structure
WiimoteLib Namespace

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WiimoteLib
ClassicControllerCalibrationInfo::MinYR Field

Right joystick Y-axis

Namespace: WiimoteLib
Assembly: WiimoteLib (in WiimoteLib.dll)
Version: 1.2.1.0 (1.2.1.0)
Syntax

C#

public byte MinYR

Visual Basic (Declaration)

Public MinYR As Byte

Visual C++

public:
unsigned char MinYR
See Also

ClassicControllerCalibrationInfo Structure
WiimoteLib Namespace

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Current state of the Classic Controller

**Namespace:**  [WiimoteLib](https://example.com/WiimoteLib)

**Assembly:**  WiimoteLib (in WiimoteLib.dll)

**Version:**  1.2.1.0 (1.2.1.0)
**Syntax**

**C#**

public struct ClassicControllerState

**Visual Basic (Declaration)**

Public Structure ClassicControllerState

**Visual C++**

public value class ClassicControllerState
See Also

ClassicControllerState Members
WiimoteLib Namespace

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The `ClassicControllerState` type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Equals</strong></td>
<td>Indicates whether this instance and a specified object are equal.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#"><em>ValueType</em></a>).</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <a href="#"><em>Object</em></a> to attempt to free resources and perform other</td>
</tr>
<tr>
<td></td>
<td>cleanup operations before the <a href="#"><em>Object</em></a> is reclaimed by garbage</td>
</tr>
<tr>
<td></td>
<td>collection.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#"><em>Object</em></a>).</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Returns the hash code for this instance.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#"><em>ValueType</em></a>).</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the <a href="#"><em>Type</em></a> of the current instance.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#"><em>Object</em></a>).</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current <a href="#"><em>Object</em></a>.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#"><em>Object</em></a>).</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns the fully qualified type name of this instance.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#"><em>ValueType</em></a>).</td>
</tr>
</tbody>
</table>
# Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ButtonState</strong></td>
<td>Current button state</td>
</tr>
<tr>
<td><strong>CalibrationInfo</strong></td>
<td>Calibration data for Classic Controller extension</td>
</tr>
<tr>
<td><strong>RawTriggerL</strong></td>
<td>Raw value of analog trigger. Values range between 0 - 255.</td>
</tr>
<tr>
<td><strong>RawTriggerR</strong></td>
<td>Raw value of analog trigger. Values range between 0 - 255.</td>
</tr>
<tr>
<td><strong>RawXL</strong></td>
<td>Raw value of left joystick. Values range between 0 - 255.</td>
</tr>
<tr>
<td><strong>RawXR</strong></td>
<td>Raw value of right joystick. Values range between 0 - 255.</td>
</tr>
<tr>
<td><strong>RawYL</strong></td>
<td>Raw value of left joystick. Values range between 0 - 255.</td>
</tr>
<tr>
<td><strong>RawYR</strong></td>
<td>Raw value of right joystick. Values range between 0 - 255.</td>
</tr>
<tr>
<td><strong>TriggerL</strong></td>
<td>Normalized value of analog trigger. Values range between 0.0 - 1.0</td>
</tr>
<tr>
<td><strong>TriggerR</strong></td>
<td>Normalized value of analog trigger. Values range between 0.0 - 1.0</td>
</tr>
<tr>
<td><strong>XL</strong></td>
<td>Normalized value of left joystick. Values range between -0.5 - 0.5</td>
</tr>
<tr>
<td><strong>XR</strong></td>
<td>Normalized value of right joystick. Values range between -0.5 - 0.5</td>
</tr>
<tr>
<td><strong>YL</strong></td>
<td>Normalized value of left joystick. Values range between -0.5 - 0.5</td>
</tr>
<tr>
<td><strong>YR</strong></td>
<td>Normalized value of right joystick. Values range between -0.5 - 0.5</td>
</tr>
</tbody>
</table>
See Also

ClassicControllerState Structure
WiimoteLib Namespace

Contact me at my website. For the full article written on this library, visit Coding4Fun.

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The `ClassicControllerState` type exposes the following members.
**Fields**

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<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
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<td>Current button state</td>
</tr>
<tr>
<td><strong>CalibrationInfo</strong></td>
<td>Calibration data for Classic Controller extension</td>
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<tr>
<td><strong>RawTriggerL</strong></td>
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<td><strong>RawTriggerR</strong></td>
<td>Raw value of analog trigger. Values range between 0 - 255.</td>
</tr>
<tr>
<td><strong>RawXL</strong></td>
<td>Raw value of left joystick. Values range between 0 - 255.</td>
</tr>
<tr>
<td><strong>RawXR</strong></td>
<td>Raw value of right joystick. Values range between 0 - 255.</td>
</tr>
<tr>
<td><strong>RawYL</strong></td>
<td>Raw value of left joystick. Values range between 0 - 255.</td>
</tr>
<tr>
<td><strong>RawYR</strong></td>
<td>Raw value of right joystick. Values range between 0 - 255.</td>
</tr>
<tr>
<td><strong>TriggerL</strong></td>
<td>Normalized value of analog trigger. Values range between 0.0 - 1.0</td>
</tr>
<tr>
<td><strong>TriggerR</strong></td>
<td>Normalized value of analog trigger. Values range between 0.0 - 1.0</td>
</tr>
<tr>
<td><strong>XL</strong></td>
<td>Normalized value of left joystick. Values range between -0.5 - 0.5</td>
</tr>
<tr>
<td><strong>XR</strong></td>
<td>Normalized value of right joystick. Values range between -0.5 - 0.5</td>
</tr>
<tr>
<td><strong>YL</strong></td>
<td>Normalized value of left joystick. Values range between -0.5 - 0.5</td>
</tr>
<tr>
<td><strong>YR</strong></td>
<td>Normalized value of right joystick. Values range between -0.5 - 0.5</td>
</tr>
</tbody>
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See Also

ClassicControllerState Structure
WiimoteLib Namespace

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Current button state

**Namespace:**  [WiimoteLib](https://github.com/WiimoteLib)

**Assembly:**  WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

**C#**

public `ClassicControllerButtonState` ButtonState

**Visual Basic (Declaration)**

Public ButtonState As `ClassicControllerButtonState`

**Visual C++**

public: `ClassicControllerButtonState` ButtonState
See Also

ClassicControllerState Structure
WiimoteLib Namespace

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WiimoteLib
ClassicControllerState:::CalibrationInfo Field

Calibration data for Classic Controller extension

Namespace:  WiimoteLib
Assembly:  WiimoteLib (in WiimoteLib.dll)
Version:  1.2.1.0 (1.2.1.0)
Syntax

C#

public ClassicControllerCalibrationInfo CalibrationInfo

Visual Basic (Declaration)

Public CalibrationInfo As ClassicControllerCalibrationInfo

Visual C++

public:
ClassicControllerCalibrationInfo CalibrationInfo
See Also

ClassicControllerState Structure
WiimoteLib Namespace

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Raw value of analog trigger. Values range between 0 - 255.

**Namespace:** WiimoteLib
**Assembly:** WiimoteLib (in WiimoteLib.dll)
**Version:** 1.2.1.0 (1.2.1.0)
Syntax

**C#**

```csharp
public byte RawTriggerL
```

**Visual Basic (Declaration)**

```vbnet
Public RawTriggerL As Byte
```

**Visual C++**

```cpp
public:
unsigned char RawTriggerL
```
See Also

ClassicControllerState Structure
WiimoteLib Namespace

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Raw value of analog trigger. Values range between 0 - 255.

**Namespace:**  WiimoteLib  
**Assembly:**  WiimoteLib (in WiimoteLib.dll)  
**Version:**  1.2.1.0 (1.2.1.0)
Syntax

**C#**

public `byte` RawTriggerR

**Visual Basic (Declaration)**

Public RawTriggerR As `Byte`

**Visual C++**

public:
`unsigned char` RawTriggerR
See Also

ClassicControllerState Structure
WiimoteLib Namespace

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Raw value of left joystick. Values range between 0 - 255.

**Namespace:**  [WiimoteLib](#)

**Assembly:**  WiimoteLib (in WiimoteLib.dll)

**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public byte RawXL

Visual Basic (Declaration)

Public RawXL As Byte

Visual C++

public:
unsigned char RawXL
See Also

ClassicControllerState Structure
WiimoteLib Namespace

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WiimoteLib
ClassicControllerState:::RawXR Field

ClassicControllerState Structure  See Also  Send Feedback

Raw value of right joystick. Values range between 0 - 255.

**Namespace:**  WiimoteLib
**Assembly:**  WiimoteLib (in WiimoteLib.dll)
**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public byte RawXR

Visual Basic (Declaration)

Public RawXR As Byte

Visual C++

public: unsigned char RawXR
See Also

ClassicControllerState Structure
WiimoteLib Namespace

Contact me at my website. For the full article written on this library, visit Coding4Fun.

Send comments on this topic to wiimote@brianpeek.com

Copyright (C) 2008 Brian Peek
Raw value of left joystick. Values range between 0 - 255.

**Namespace:** [WiimoteLib](#)

**Assembly:** WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public byte RawYL

Visual Basic (Declaration)

Public RawYL As Byte

Visual C++

public:
unsigned char RawYL
See Also

ClassicControllerState Structure
WiimoteLib Namespace

Contact me at my website. For the full article written on this library, visit Coding4Fun.

Send comments on this topic to wiimote@brianpeek.com

Copyright (C) 2008 Brian Peek
Raw value of right joystick. Values range between 0 - 255.

**Namespace:** WiimoteLib  
**Assembly:** WiimoteLib (in WiimoteLib.dll)  
**Version:** 1.2.1.0 (1.2.1.0)
### Syntax

**C#**

public byte RawYR

**Visual Basic (Declaration)**

Public RawYR As Byte

**Visual C++**

public:

unsigned char RawYR
See Also

**ClassicControllerState Structure**

**WiimoteLib Namespace**

Contact me at my [website](http://www.example.com). For the full article written on this library, visit [Coding4Fun](http://www.coding4fun.com).

Send comments on this topic to [wiimote@brianpeek.com](mailto:wiimote@brianpeek.com)

**Copyright (C) 2008 Brian Peek**
Normalized value of analog trigger. Values range between 0.0 - 1.0

**Namespace:**  [WiimoteLib](#)

**Assembly:**  WiimoteLib (in WiimoteLib.dll)

**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public float TriggerL

Visual Basic (Declaration)

Public TriggerL As Single

Visual C++

public:
    float TriggerL
See Also

ClassicControllerState Structure
WiimoteLib Namespace

Contact me at my website. For the full article written on this library, visit Coding4Fun.

Send comments on this topic to wiimote@brianpeek.com

Copyright (C) 2008 Brian Peek
Normalized value of analog trigger. Values range between 0.0 - 1.0

**Namespace:**  WiimoteLib
**Assembly:**  WiimoteLib (in WiimoteLib.dll)
**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public float TriggerR

Visual Basic (Declaration)

Public TriggerR As Single

Visual C++

public:
float TriggerR
See Also

ClassicControllerState Structure
WiimoteLib Namespace

Contact me at my website. For the full article written on this library, visit Coding4Fun.

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Copyright (C) 2008 Brian Peek
Normalized value of left joystick. Values range between -0.5 - 0.5

**Namespace:** WiimoteLib  
**Assembly:** WiimoteLib (in WiimoteLib.dll)  
**Version:** 1.2.1.0 (1.2.1.0)
Syntax

**C#**

public float XL

**Visual Basic (Declaration)**

Public XL As Single

**Visual C++**

public:

float XL
See Also

ClassicControllerState Structure
WiimoteLib Namespace

Contact me at my website. For the full article written on this library, visit Coding4Fun.

Send comments on this topic to wiimote@brianpeek.com

Copyright (C) 2008 Brian Peek
Normalized value of right joystick. Values range between -0.5 - 0.5

**Namespace:**  WiimoteLib  
**Assembly:**  WiimoteLib (in WiimoteLib.dll)  
**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public float XR

Visual Basic (Declaration)

Public XR As Single

Visual C++

public:
float XR
See Also

ClassicControllerState Structure
WiimoteLib Namespace

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Copyright (C) 2008 Brian Peek
Normalized value of left joystick. Values range between -0.5 - 0.5

**Namespace:** WiimoteLib
**Assembly:** WiimoteLib (in WiimoteLib.dll)
**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public float YL

Visual Basic (Declaration)

Public YL As Single

Visual C++

public:
float YL
See Also

ClassicControllerState Structure
WiimoteLib Namespace

Contact me at my website. For the full article written on this library, visit Coding4Fun.

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Copyright (C) 2008 Brian Peek
Normalized value of right joystick. Values range between -0.5 - 0.5

**Namespace:** WiimoteLib  
**Assembly:** WiimoteLib (in WiimoteLib.dll)  
**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public float YR

Visual Basic (Declaration)

Public YR As Single

Visual C++

public:
    float YR
See Also

ClassicControllerState Structure
WiimoteLib Namespace

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Copyright (C) 2008 Brian Peek
The extension plugged into the Wiimote

Namespace:  WiimoteLib
Assembly:  WiimoteLib (in WiimoteLib.dll)
Version:  1.2.1.0 (1.2.1.0)
Syntax

C#

public enum ExtensionType

Visual Basic (Declaration)

Public Enumeration ExtensionType

Visual C++

public enum class ExtensionType
<table>
<thead>
<tr>
<th>Member name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>None</td>
<td>No extension</td>
</tr>
<tr>
<td>Nunchuk</td>
<td>Nunchuk extension</td>
</tr>
<tr>
<td>ClassicController</td>
<td>Classic Controller extension</td>
</tr>
</tbody>
</table>
See Also

WiimoteLib Namespace

Contact me at my website. For the full article written on this library, visit Coding4Fun.

Send comments on this topic to wiimote@brianpeek.com

Copyright (C) 2008 Brian Peek
The mode of data reported for the IR sensor

Namespace: WiimoteLib
Assembly: WiimoteLib (in WiimoteLib.dll)
Version: 1.2.1.0 (1.2.1.0)
Syntax

C#

public enum IRMode

Visual Basic (Declaration)

Public Enumeration IRMode

Visual C++

public enum class IRMode
<table>
<thead>
<tr>
<th>Member name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Off</td>
<td>IR sensor off</td>
</tr>
<tr>
<td>Basic</td>
<td>Basic mode</td>
</tr>
<tr>
<td>Extended</td>
<td>Extended mode</td>
</tr>
<tr>
<td>Full</td>
<td>Full mode (unsupported)</td>
</tr>
</tbody>
</table>
See Also

WiimoteLib Namespace

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Send comments on this topic to wiimote@brianpeek.com

Copyright (C) 2008 Brian Peek
Current state of the IR camera

**Namespace:**  WiimoteLib
**Assembly:**  WiimoteLib (in WiimoteLib.dll)
**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public struct IRState

Visual Basic (Declaration)

Public Structure IRState

Visual C++

public value class IRState
See Also

IRState Members
WiimoteLib Namespace

Contact me at my website. For the full article written on this library, visit Coding4Fun.

Send comments on this topic to wiimote@brianpeek.com

Copyright (C) 2008 Brian Peek
The **IRState** type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Equals</strong></td>
<td>Indicates whether this instance and a specified object are equal.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">ValueType</a>).</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <a href="#">Object</a> to attempt to free resources and perform other cleanup</td>
</tr>
<tr>
<td></td>
<td>operations before the <a href="#">Object</a> is reclaimed by garbage collection.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Object</a>).</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Returns the hash code for this instance.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">ValueType</a>).</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the <a href="#">Type</a> of the current instance.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Object</a>).</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current <a href="#">Object</a>.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Object</a>).</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns the fully qualified type name of this instance.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">ValueType</a>).</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>---------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Found1</td>
<td>IR sensor seen</td>
</tr>
<tr>
<td>Found2</td>
<td>IR sensor seen</td>
</tr>
<tr>
<td>Found3</td>
<td>IR sensor seen</td>
</tr>
<tr>
<td>Found4</td>
<td>IR sensor seen</td>
</tr>
<tr>
<td>MidX</td>
<td>Normalized midpoint of IR sensors 1 and 2 only. Values range between 0.0 - 1.0</td>
</tr>
<tr>
<td>MidY</td>
<td>Normalized midpoint of IR sensors 1 and 2 only. Values range between 0.0 - 1.0</td>
</tr>
<tr>
<td>Mode</td>
<td>Current mode of IR sensor data</td>
</tr>
<tr>
<td>RawMidX</td>
<td>Raw midpoint of IR sensors 1 and 2 only. Values range between 0 - 1023, 0 - 767</td>
</tr>
<tr>
<td>RawMidY</td>
<td>Raw midpoint of IR sensors 1 and 2 only. Values range between 0 - 1023, 0 - 767</td>
</tr>
<tr>
<td>RawX1</td>
<td>Raw value of X-axis on individual sensor. Values range between 0 - 1023</td>
</tr>
<tr>
<td>RawX2</td>
<td>Raw value of X-axis on individual sensor. Values range between 0 - 1023</td>
</tr>
<tr>
<td>RawX3</td>
<td>Raw value of X-axis on individual sensor. Values range between 0 - 1023</td>
</tr>
<tr>
<td>RawX4</td>
<td>Raw value of X-axis on individual sensor. Values range between 0 - 1023</td>
</tr>
<tr>
<td>RawY1</td>
<td>Raw value of Y-axis on individual sensor. Values range between 0 - 767</td>
</tr>
<tr>
<td>RawY2</td>
<td>Raw value of Y-axis on individual sensor. Values range between 0 - 767</td>
</tr>
<tr>
<td>RawY3</td>
<td>Raw value of Y-axis on individual sensor. Values range between 0 - 767</td>
</tr>
<tr>
<td>RawY4</td>
<td>Raw value of Y-axis on individual sensor. Values range between 0 - 767</td>
</tr>
<tr>
<td>Size1</td>
<td>Size of IR Sensor. Values range from 0 - 15</td>
</tr>
<tr>
<td></td>
<td>Description</td>
</tr>
<tr>
<td>-------</td>
<td>-------------</td>
</tr>
<tr>
<td><strong>Size2</strong></td>
<td>Size of IR Sensor. Values range from 0 - 15</td>
</tr>
<tr>
<td><strong>Size3</strong></td>
<td>Size of IR Sensor. Values range from 0 - 15</td>
</tr>
<tr>
<td><strong>Size4</strong></td>
<td>Size of IR Sensor. Values range from 0 - 15</td>
</tr>
<tr>
<td><strong>X1</strong></td>
<td>Normalized value of X-axis on individual sensor. Values range between 0.0 - 1.0</td>
</tr>
<tr>
<td><strong>X2</strong></td>
<td>Normalized value of X-axis on individual sensor. Values range between 0.0 - 1.0</td>
</tr>
<tr>
<td><strong>X3</strong></td>
<td>Normalized value of X-axis on individual sensor. Values range between 0.0 - 1.0</td>
</tr>
<tr>
<td><strong>X4</strong></td>
<td>Normalized value of X-axis on individual sensor. Values range between 0.0 - 1.0</td>
</tr>
<tr>
<td><strong>Y1</strong></td>
<td>Normalized value of Y-axis on individual sensor. Values range between 0.0 - 1.0</td>
</tr>
<tr>
<td><strong>Y2</strong></td>
<td>Normalized value of Y-axis on individual sensor. Values range between 0.0 - 1.0</td>
</tr>
<tr>
<td><strong>Y3</strong></td>
<td>Normalized value of Y-axis on individual sensor. Values range between 0.0 - 1.0</td>
</tr>
<tr>
<td><strong>Y4</strong></td>
<td>Normalized value of Y-axis on individual sensor. Values range between 0.0 - 1.0</td>
</tr>
</tbody>
</table>
See Also

IRState Structure
WiimoteLib Namespace

Contact me at my website. For the full article written on this library, visit Coding4Fun.

Send comments on this topic to wiimote@brianpeek.com

Copyright (C) 2008 Brian Peek
The `IRState` type exposes the following members.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Found1</td>
<td>IR sensor seen</td>
</tr>
<tr>
<td>Found2</td>
<td>IR sensor seen</td>
</tr>
<tr>
<td>Found3</td>
<td>IR sensor seen</td>
</tr>
<tr>
<td>Found4</td>
<td>IR sensor seen</td>
</tr>
<tr>
<td>MidX</td>
<td>Normalized midpoint of IR sensors 1 and 2 only. Values range between 0.0 - 1.0</td>
</tr>
<tr>
<td>MidY</td>
<td>Normalized midpoint of IR sensors 1 and 2 only. Values range between 0.0 - 1.0</td>
</tr>
<tr>
<td>Mode</td>
<td>Current mode of IR sensor data</td>
</tr>
<tr>
<td>RawMidX</td>
<td>Raw midpoint of IR sensors 1 and 2 only. Values range between 0 - 1023, 0 - 767</td>
</tr>
<tr>
<td>RawMidY</td>
<td>Raw midpoint of IR sensors 1 and 2 only. Values range between 0 - 1023, 0 - 767</td>
</tr>
<tr>
<td>RawX1</td>
<td>Raw value of X-axis on individual sensor. Values range between 0 - 1023</td>
</tr>
<tr>
<td>RawX2</td>
<td>Raw value of X-axis on individual sensor. Values range between 0 - 1023</td>
</tr>
<tr>
<td>RawX3</td>
<td>Raw value of X-axis on individual sensor. Values range between 0 - 1023</td>
</tr>
<tr>
<td>RawX4</td>
<td>Raw value of X-axis on individual sensor. Values range between 0 - 1023</td>
</tr>
<tr>
<td>RawY1</td>
<td>Raw value of Y-axis on individual sensor. Values range between 0 - 767</td>
</tr>
<tr>
<td>RawY2</td>
<td>Raw value of Y-axis on individual sensor. Values range between 0 - 767</td>
</tr>
<tr>
<td>RawY3</td>
<td>Raw value of Y-axis on individual sensor. Values range between 0 - 767</td>
</tr>
<tr>
<td>RawY4</td>
<td>Raw value of Y-axis on individual sensor. Values range between 0 - 767</td>
</tr>
<tr>
<td>Size1</td>
<td>Size of IR Sensor. Values range from 0 - 15</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td><strong>Size2</strong></td>
<td>Size of IR Sensor. Values range from 0 - 15</td>
</tr>
<tr>
<td><strong>Size3</strong></td>
<td>Size of IR Sensor. Values range from 0 - 15</td>
</tr>
<tr>
<td><strong>Size4</strong></td>
<td>Size of IR Sensor. Values range from 0 - 15</td>
</tr>
<tr>
<td><strong>X1</strong></td>
<td>Normalized value of X-axis on individual sensor. Values range between 0.0 - 1.0</td>
</tr>
<tr>
<td><strong>X2</strong></td>
<td>Normalized value of X-axis on individual sensor. Values range between 0.0 - 1.0</td>
</tr>
<tr>
<td><strong>X3</strong></td>
<td>Normalized value of X-axis on individual sensor. Values range between 0.0 - 1.0</td>
</tr>
<tr>
<td><strong>X4</strong></td>
<td>Normalized value of X-axis on individual sensor. Values range between 0.0 - 1.0</td>
</tr>
<tr>
<td><strong>Y1</strong></td>
<td>Normalized value of Y-axis on individual sensor. Values range between 0.0 - 1.0</td>
</tr>
<tr>
<td><strong>Y2</strong></td>
<td>Normalized value of Y-axis on individual sensor. Values range between 0.0 - 1.0</td>
</tr>
<tr>
<td><strong>Y3</strong></td>
<td>Normalized value of Y-axis on individual sensor. Values range between 0.0 - 1.0</td>
</tr>
<tr>
<td><strong>Y4</strong></td>
<td>Normalized value of Y-axis on individual sensor. Values range between 0.0 - 1.0</td>
</tr>
</tbody>
</table>
See Also

IRState Structure
WiimoteLib Namespace

Contact me at my website. For the full article written on this library, visit Coding4Fun.

Send comments on this topic to wiimote@brianpeek.com

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IR sensor seen

**Namespace:**  [WiimoteLib](#)

**Assembly:**  WiimoteLib (in WiimoteLib.dll)

**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public bool Found1

Visual Basic (Declaration)

Public Found1 As Boolean

Visual C++

public:
bool Found1
See Also

IRState Structure
WiimoteLib Namespace

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IRState::Found2 Field

Namespace:  WiimoteLib
Assembly:  WiimoteLib (in WiimoteLib.dll)
Version:  1.2.1.0 (1.2.1.0)
Syntax

C#

public bool Found2

Visual Basic (Declaration)

Public Found2 As Boolean

Visual C++

public:
bool Found2
See Also

IRState Structure
WiimoteLib Namespace

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IRState...:Found3 Field

Namespace: WiimoteLib
Assembly: WiimoteLib (in WiimoteLib.dll)
Version: 1.2.1.0 (1.2.1.0)
Syntax

C#

public bool Found3

Visual Basic (Declaration)

Public Found3 As Boolean

Visual C++

public:
bool Found3
See Also

IRState Structure
WiimoteLib Namespace

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IRState...:::Found4 Field

Namespace: WiimoteLib
Assembly: WiimoteLib (in WiimoteLib.dll)
Version: 1.2.1.0 (1.2.1.0)
Syntax

C#

public bool Found4

Visual Basic (Declaration)

Public Found4 As Boolean

Visual C++

public:
bool Found4
See Also

IRState Structure
WiimoteLib Namespace

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Normalized midpoint of IR sensors 1 and 2 only. Values range between 0.0 - 1.0

**Namespace:** WiimoteLib  
**Assembly:** WiimoteLib (in WiimoteLib.dll)  
**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public float MidX

Visual Basic (Declaration)

Public MidX As Single

Visual C++

public:
float MidX
See Also

IRState Structure
WiimoteLib Namespace

Contact me at my website. For the full article written on this library, visit Coding4Fun.

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Normalized midpoint of IR sensors 1 and 2 only. Values range between 0.0 - 1.0

**Namespace:** WiimoteLib
**Assembly:** WiimoteLib (in WiimoteLib.dll)
**Version:** 1.2.1.0 (1.2.1.0)
## Syntax

**C#**

public `float` MidY

**Visual Basic (Declaration)**

Public MidY As `Single`

**Visual C++**

public:
`float` MidY
See Also

IRState Structure
WiimoteLib Namespace

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IRState...:::Mode Field

Current mode of IR sensor data

**Namespace:** [WiimoteLib](https://example.com)
**Assembly:** WiimoteLib (in WiimoteLib.dll)
**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#
public IRMode Mode

Visual Basic (Declaration)
Public Mode As IRMode

Visual C++
public:
IRMode Mode
See Also

IRState Structure
WiimoteLib Namespace

Contact me at my website. For the full article written on this library, visit Coding4Fun.

Send comments on this topic to wiimote@brianpeek.com

Copyright (C) 2008 Brian Peek
Raw midpoint of IR sensors 1 and 2 only. Values range between 0 - 1023, 0 - 767

**Namespace:** WiimoteLib  
**Assembly:** WiimoteLib (in WiimoteLib.dll)  
**Version:** 1.2.1.0 (1.2.1.0)
**Syntax**

**C#**

public int RawMidX

**Visual Basic (Declaration)**

Public RawMidX As Integer

**Visual C++**

public:
    int RawMidX
See Also

IRState Structure
WiimoteLib Namespace

Contact me at my website. For the full article written on this library, visit Coding4Fun.

Send comments on this topic to wiimote@brianpeek.com

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Raw midpoint of IR sensors 1 and 2 only. Values range between 0 - 1023, 0 - 767

**Namespace:** WiimoteLib  
**Assembly:** WiimoteLib (in WiimoteLib.dll)  
**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public int RawMidY

Visual Basic (Declaration)

Public RawMidY As Integer

Visual C++

public:
    int RawMidY
See Also

IRState Structure
WiimoteLib Namespace

Contact me at my website. For the full article written on this library, visit Coding4Fun.

Send comments on this topic to wiimote@brianpeek.com

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Raw value of X-axis on individual sensor. Values range between 0 - 1023

**Namespace:** WiimoteLib

**Assembly:** WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public int RawX1

Visual Basic (Declaration)

Public RawX1 As Integer

Visual C++

public:
    int RawX1
See Also

IRState Structure
WiimoteLib Namespace

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IRState::RawX2 Field

IRState Structure  See Also  Send Feedback

Raw value of X-axis on individual sensor. Values range between 0 - 1023

Namespace: WiimoteLib
Assembly: WiimoteLib (in WiimoteLib.dll)
Version: 1.2.1.0 (1.2.1.0)
Syntax

C#

public int RawX2

Visual Basic (Declaration)

Public RawX2 As Integer

Visual C++

public:
  int RawX2
See Also

IRState Structure
WiimoteLib Namespace

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IRState::RawX3 Field

IRState Structure  See Also  Send Feedback

Raw value of X-axis on individual sensor. Values range between 0 - 1023

Namespace:  WiimoteLib
Assembly:  WiimoteLib (in WiimoteLib.dll)
Version:  1.2.1.0 (1.2.1.0)
Syntax

C#

public int RawX3

Visual Basic (Declaration)

Public RawX3 As Integer

Visual C++

public:
int RawX3
See Also

IRState Structure
WiimoteLib Namespace

Contact me at my website. For the full article written on this library, visit Coding4Fun.

Send comments on this topic to wiimote@brianpeek.com

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Raw value of X-axis on individual sensor. Values range between 0 - 1023

**Namespace:** WiimoteLib  
**Assembly:** WiimoteLib (in WiimoteLib.dll)  
**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#
public int RawX4

Visual Basic (Declaration)
Public RawX4 As Integer

Visual C++
public:
int RawX4
See Also

IRState Structure
WiimoteLib Namespace

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Send comments on this topic to wiimote@brianpeek.com

Copyright (C) 2008 Brian Peek
IRState::RawY1 Field

Raw value of Y-axis on individual sensor. Values range between 0 - 767

**Namespace:** WiimoteLib

**Assembly:** WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public int RawY1

Visual Basic (Declaration)

Public RawY1 As Integer

Visual C++

public:
int RawY1
See Also

IRState Structure
WiimoteLib Namespace

Contact me at my website. For the full article written on this library, visit Coding4Fun.

Send comments on this topic to wiimote@brianpeek.com

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IRState:::RawY2 Field

<table>
<thead>
<tr>
<th>IRState Structure</th>
<th>See Also</th>
<th>Send Feedback</th>
</tr>
</thead>
</table>

Raw value of Y-axis on individual sensor. Values range between 0 - 767

**Namespace:** WiimoteLib  
**Assembly:** WiimoteLib (in WiimoteLib.dll)  
**Version:** 1.2.1.0 (1.2.1.0)
**Syntax**

**C#**

```csharp
public int RawY2
```

**Visual Basic (Declaration)**

```vbnet
Public RawY2 As Integer
```

**Visual C++**

```cpp
public:
  int RawY2
```
See Also

IRState Structure
WiimoteLib Namespace

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Send comments on this topic to wiimote@brianpeek.com

Copyright (C) 2008 Brian Peek
Raw value of Y-axis on individual sensor. Values range between 0 - 767

**Namespace:** WiimoteLib  
**Assembly:** WiimoteLib (in WiimoteLib.dll)  
**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public int RawY3

Visual Basic (Declaration)

Public RawY3 As Integer

Visual C++

public:
int RawY3
See Also

IRState Structure
WiimoteLib Namespace

Contact me at my website. For the full article written on this library, visit Coding4Fun.

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RawY4 Field

IRState::RawY4 Field

IRState Structure  See Also  Send Feedback

Raw value of Y-axis on individual sensor. Values range between 0 - 767

Namespace:  WiimoteLib
Assembly:  WiimoteLib (in WiimoteLib.dll)
Version:  1.2.1.0 (1.2.1.0)
Syntax

**C#**

```
public int RawY4
```

**Visual Basic (Declaration)**

```
Public RawY4 As Integer
```

**Visual C++**

```
public:
    int RawY4
```
See Also

IRState Structure
WiimoteLib Namespace

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IRState::Size1 Field

Size of IR Sensor. Values range from 0 - 15

Namespace: WiimoteLib
Assembly: WiimoteLib (in WiimoteLib.dll)
Version: 1.2.1.0 (1.2.1.0)
Syntax

C#

public int Size1

Visual Basic (Declaration)

Public Size1 As Integer

Visual C++

public:
int Size1
See Also

IRState Structure
WiimoteLib Namespace

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IRState::Size2 Field

Size of IR Sensor. Values range from 0 - 15

**Namespace:** WiimoteLib  
**Assembly:** WiimoteLib (in WiimoteLib.dll)  
**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public int Size2

Visual Basic (Declaration)

Public Size2 As Integer

Visual C++

public:
int Size2
See Also

IRState Structure
WiimoteLib Namespace

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IRState::Size3 Field

IRState Structure  See Also  Send Feedback

Size of IR Sensor. Values range from 0 - 15

Namespace:  WiimoteLib
Assembly:  WiimoteLib (in WiimoteLib.dll)
Version:  1.2.1.0 (1.2.1.0)
Syntax

**C#**

public int Size3

**Visual Basic (Declaration)**

Public Size3 As Integer

**Visual C++**

public:

int Size3
See Also

IRState Structure
WiimoteLib Namespace

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IRState: Size4 Field

Namespace: WiimoteLib
Assembly: WiimoteLib (in WiimoteLib.dll)
Version: 1.2.1.0 (1.2.1.0)

Size of IR Sensor. Values range from 0 - 15
Syntax

C#

public int Size4

Visual Basic (Declaration)

Public Size4 As Integer

Visual C++

public:
int Size4
See Also

IRState Structure
WiimoteLib Namespace

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Normalized value of X-axis on individual sensor. Values range between 0.0 - 1.0

**Namespace:** WiimoteLib  
**Assembly:** WiimoteLib (in WiimoteLib.dll)  
**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public float X1

Visual Basic (Declaration)

Public X1 As Single

Visual C++

public:
float X1
See Also

IRState Structure
WiimoteLib Namespace

Contact me at my [website](http://www.brianpeek.com). For the full article written on this library, visit [Coding4Fun](http://www.coding4fun.com).

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Normalized value of X-axis on individual sensor. Values range between 0.0 - 1.0

**Namespace:** WiimoteLib
**Assembly:** WiimoteLib (in WiimoteLib.dll)
**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public float X2

Visual Basic (Declaration)

Public X2 As Single

Visual C++

public:
float X2
See Also

IRState Structure
WiimoteLib Namespace

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Normalized value of X-axis on individual sensor. Values range between 0.0 - 1.0

**Namespace:** [WiimoteLib](#)

**Assembly:** WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public float X3

Visual Basic (Declaration)

Public X3 As Single

Visual C++

public:
  float X3
See Also

IRState Structure
WiimoteLib Namespace

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IRState:::X4 Field

Normalized value of X-axis on individual sensor. Values range between 0.0 - 1.0

Namespace: WiimoteLib
Assembly: WiimoteLib (in WiimoteLib.dll)
Version: 1.2.1.0 (1.2.1.0)
Syntax

C#

public float X4

Visual Basic (Declaration)

Public X4 As Single

Visual C++

public:
float X4
See Also

IRState Structure
WiimoteLib Namespace

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Normalized value of Y-axis on individual sensor. Values range between 0.0 - 1.0

**Namespace:**  WiimoteLib  
**Assembly:**  WiimoteLib (in WiimoteLib.dll)  
**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#
	public float Y1

Visual Basic (Declaration)

Public Y1 As Single

Visual C++

public:
	float Y1
See Also

IRState Structure
WiimoteLib Namespace

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Normalized value of Y-axis on individual sensor. Values range between 0.0 - 1.0

**Namespace:**  [WiimoteLib](#)

**Assembly:**  WiimoteLib (in WiimoteLib.dll)

**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public float Y2

Visual Basic (Declaration)

Public Y2 As Single

Visual C++

public:
float Y2
See Also

IRState Structure
WiimoteLib Namespace

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IRState::Y3 Field

Normalized value of Y-axis on individual sensor. Values range between 0.0 - 1.0

Namespace: WiimoteLib
Assembly: WiimoteLib (in WiimoteLib.dll)
Version: 1.2.1.0 (1.2.1.0)
Syntax

C#

public float Y3

Visual Basic (Declaration)

Public Y3 As Single

Visual C++

public:
float Y3
See Also

IRState Structure
WiimoteLib Namespace

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Normalized value of Y-axis on individual sensor. Values range between 0.0 - 1.0

**Namespace:** WiimoteLib
**Assembly:** WiimoteLib (in WiimoteLib.dll)
**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public float Y4

Visual Basic (Declaration)

Public Y4 As Single

Visual C++

public:
float Y4
See Also

IRState Structure
WiimoteLib Namespace

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Current state of LEDs

**Namespace:** WiimoteLib
**Assembly:** WiimoteLib (in WiimoteLib.dll)
**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public struct LEDState

Visual Basic (Declaration)

Public Structure LEDState

Visual C++

public value class LEDState
See Also

LEDState Members
WiimoteLib Namespace

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The `LEDState` type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Equals</strong></td>
<td>Indicates whether this instance and a specified object are equal. (Inherited from <em>ValueType</em>.)</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <em>Object</em> to attempt to free resources and perform other cleanup operations before the <em>Object</em> is reclaimed by garbage collection. (Inherited from <em>Object</em>.)</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Returns the hash code for this instance. (Inherited from <em>ValueType</em>.)</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the <em>Type</em> of the current instance. (Inherited from <em>Object</em>.)</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current <em>Object</em>. (Inherited from <em>Object</em>.)</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns the fully qualified type name of this instance. (Inherited from <em>ValueType</em>.)</td>
</tr>
</tbody>
</table>
## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>LED1</td>
<td>LED on the Wiimote</td>
</tr>
<tr>
<td>LED2</td>
<td>LED on the Wiimote</td>
</tr>
<tr>
<td>LED3</td>
<td>LED on the Wiimote</td>
</tr>
<tr>
<td>LED4</td>
<td>LED on the Wiimote</td>
</tr>
</tbody>
</table>
See Also

LEDState Structure
WiimoteLib Namespace

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Send comments on this topic to wiimote@brianpeek.com

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The `LEDState` type exposes the following members.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>LED1</td>
<td>LED on the Wiimote</td>
</tr>
<tr>
<td>LED2</td>
<td>LED on the Wiimote</td>
</tr>
<tr>
<td>LED3</td>
<td>LED on the Wiimote</td>
</tr>
<tr>
<td>LED4</td>
<td>LED on the Wiimote</td>
</tr>
</tbody>
</table>
See Also

LEDState Structure
WiimoteLib Namespace

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LED on the Wiimote

**Namespace:** [WiimoteLib](https://www.wimoteLib.com)

**Assembly:** WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public bool LED1

Visual Basic (Declaration)

Public LED1 As Boolean

Visual C++

public:
    bool LED1
See Also

LEDState Structure
WiimoteLib Namespace

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LEDState.:LED2 Field

LEDState Structure  See Also  Send Feedback

LED on the Wiimote

Namespace:  WiimoteLib
Assembly:  WiimoteLib (in WiimoteLib.dll)
Version:  1.2.1.0 (1.2.1.0)
Syntax

**C#**

`public bool LED2`

**Visual Basic (Declaration)**

`Public LED2 As Boolean`

**Visual C++**

`public: bool LED2`
See Also

LEDState Structure
WiimoteLib Namespace

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LEDState::LED3 Field

**LEDState Structure**  **See Also**  **Send Feedback**

LED on the Wiimote

**Namespace:**  [WiimoteLib](#)

**Assembly:**  WiimoteLib (in WiimoteLib.dll)

**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public bool LED3

Visual Basic (Declaration)

Public LED3 As Boolean

Visual C++

public:
bool LED3
See Also

LEDState Structure
WiimoteLib Namespace

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WiimoteLib
LEDState..::.LED4 Field

LEDState Structure  See Also  Send Feedback

LED on the Wiimote

Namespace:  WiimoteLib
Assembly:  WiimoteLib (in WiimoteLib.dll)
Version:  1.2.1.0 (1.2.1.0)
**Syntax**

**C#**

public bool LED4

**Visual Basic (Declaration)**

Public LED4 As Boolean

**Visual C++**

public: bool LED4
See Also

LEDState Structure
WiimoteLib Namespace

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Calibration information stored on the Nunchuk

**Namespace:** [WiimoteLib](#)

**Assembly:** WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public struct NunchukCalibrationInfo

Visual Basic (Declaration)

Public Structure NunchukCalibrationInfo

Visual C++

public value class NunchukCalibrationInfo
See Also

NunchukCalibrationInfo Members
WiimoteLib Namespace

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The **NunchukCalibrationInfo** type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
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</tr>
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<td>(Inherited from <a href="#">ValueType</a>).</td>
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<tr>
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<td>Allows an <a href="#">Object</a> to attempt to free resources and perform other cleanup operations before the <a href="#">Object</a> is reclaimed by garbage collection.</td>
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<td></td>
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</tr>
<tr>
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<td>Returns the hash code for this instance.</td>
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</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>------------</td>
<td>----------------------------------</td>
</tr>
<tr>
<td>AccelCalibration</td>
<td>Accelerometer calibration data</td>
</tr>
<tr>
<td>MaxX</td>
<td>Joystick X-axis calibration</td>
</tr>
<tr>
<td>MaxY</td>
<td>Joystick Y-axis calibration</td>
</tr>
<tr>
<td>MidX</td>
<td>Joystick X-axis calibration</td>
</tr>
<tr>
<td>MidY</td>
<td>Joystick Y-axis calibration</td>
</tr>
<tr>
<td>MinX</td>
<td>Joystick X-axis calibration</td>
</tr>
<tr>
<td>MinY</td>
<td>Joystick Y-axis calibration</td>
</tr>
</tbody>
</table>
See Also

NunchukCalibrationInfo Structure
WiimoteLib Namespace

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WiimoteLib
NunchukCalibrationInfo Fields

NunchukCalibrationInfo Structure  See Also  Send Feedback

The NunchukCalibrationInfo type exposes the following members.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>AccelCalibration</strong></td>
<td>Accelerometer calibration data</td>
</tr>
<tr>
<td><strong>MaxX</strong></td>
<td>Joystick X-axis calibration</td>
</tr>
<tr>
<td><strong>MaxY</strong></td>
<td>Joystick Y-axis calibration</td>
</tr>
<tr>
<td><strong>MidX</strong></td>
<td>Joystick X-axis calibration</td>
</tr>
<tr>
<td><strong>MidY</strong></td>
<td>Joystick Y-axis calibration</td>
</tr>
<tr>
<td><strong>MinX</strong></td>
<td>Joystick X-axis calibration</td>
</tr>
<tr>
<td><strong>MinY</strong></td>
<td>Joystick Y-axis calibration</td>
</tr>
</tbody>
</table>
See Also

NunchukCalibrationInfo Structure
WiimoteLib Namespace

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Accelerometer calibration data

**Namespace:** [WiimoteLib](#)
**Assembly:** WiimoteLib (in WiimoteLib.dll)
**Version:** 1.2.1.0 (1.2.1.0)
Syntax

**C#**

```csharp
public AccelCalibrationInfo AccelCalibration
```

**Visual Basic (Declaration)**

```vbnet
Public AccelCalibration As AccelCalibrationInfo
```

**Visual C++**

```cpp
public:
    AccelCalibrationInfo AccelCalibration
```
See Also

NunchukCalibrationInfo Structure
WiimoteLib Namespace

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NunchukCalibrationInfo MaxX Field

**Namespace:** WiimoteLib  
**Assembly:** WiimoteLib (in WiimoteLib.dll)  
**Version:** 1.2.1.0 (1.2.1.0)
### Syntax

**C#**

public `byte` MaxX

**Visual Basic (Declaration)**

Public MaxX As `Byte`

**Visual C++**

public:

`unsigned char` MaxX
See Also

NunchukCalibrationInfo Structure
WiimoteLib Namespace

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NunchukCalibrationInfo...:::MaxY Field

NunchukCalibrationInfo Structure  See Also  Send Feedback

Joystick Y-axis calibration

**Namespace:**  WiimoteLib

**Assembly:**  WiimoteLib (in WiimoteLib.dll)

**Version:**  1.2.1.0 (1.2.1.0)
Syntax

**C#**

public `byte` MaxY

**Visual Basic (Declaration)**

Public MaxY As `Byte`

**Visual C++**

public:
`unsigned char` MaxY
See Also

NunchukCalibrationInfo Structure
WiimoteLib Namespace

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NunchukCalibrationInfo::MidX Field

NunchukCalibrationInfo Structure See Also Send Feedback

Joystick X-axis calibration

Namespace: WiimoteLib
Assembly: WiimoteLib (in WiimoteLib.dll)
Version: 1.2.1.0 (1.2.1.0)
Syntax

C#

public byte MidX

Visual Basic (Declaration)

Public MidX As Byte

Visual C++

public:
unsigned char MidX
See Also

NunchukCalibrationInfo Structure
WiimoteLib Namespace

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NunchukCalibrationInfo:::MidY Field

NunchukCalibrationInfo Structure  See Also  Send Feedback

Joystick Y-axis calibration

Namespace:  WiimoteLib
Assembly:  WiimoteLib (in WiimoteLib.dll)
Version:  1.2.1.0 (1.2.1.0)
Syntax

C#

public byte MidY

Visual Basic (Declaration)

Public MidY As Byte

Visual C++

public:
unsigned char MidY
See Also

NunchukCalibrationInfo Structure
WiimoteLib Namespace

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Joystick X-axis calibration

**Namespace:** [WiimoteLib](#)

**Assembly:** WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

```csharp
public byte MinX
```

Visual Basic (Declaration)

```vbnet
Public MinX As Byte
```

Visual C++

```cpp
public:
unsigned char MinX
```

See Also

NunchukCalibrationInfo Structure
WiimoteLib Namespace

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NunchukCalibrationInfo::MinY Field

NunchukCalibrationInfo Structure  See Also  Send Feedback

Joystick Y-axis calibration

**Namespace:**  WiimoteLib
**Assembly:**  WiimoteLib (in WiimoteLib.dll)
**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public byte MinY

Visual Basic (Declaration)

Public MinY As Byte

Visual C++

public:
unsigned char MinY
See Also

NunchukCalibrationInfo Structure  
WiimoteLib Namespace

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NunchukState Structure

Members  See Also  Send Feedback

Current state of the Nunchuk extension

Namespace:  WiimoteLib
Assembly:  WiimoteLib (in WiimoteLib.dll)
Version:  1.2.1.0 (1.2.1.0)
Syntax

C#
public struct NunchukState

Visual Basic (Declaration)
Public Structure NunchukState

Visual C++
public value class NunchukState
See Also

NunchukState Members
WiimoteLib Namespace

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The `NunchukState` type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Equals</strong></td>
<td>Indicates whether this instance and a specified object are equal.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">ValueType</a>.)</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <a href="#">Object</a> to attempt to free resources and perform other cleanup operations before the <a href="#">Object</a> is reclaimed by garbage collection.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Returns the hash code for this instance.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">ValueType</a>.)</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the <a href="#">Type</a> of the current instance.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current <a href="#">Object</a>.</td>
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<tr>
<td></td>
<td>(Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns the fully qualified type name of this instance.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">ValueType</a>.)</td>
</tr>
</tbody>
</table>
### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AccelState</td>
<td>State of accelerometers</td>
</tr>
<tr>
<td>C</td>
<td>Digital button on Nunchuk extension</td>
</tr>
<tr>
<td>CalibrationInfo</td>
<td>Calibration data for Nunchuk extension</td>
</tr>
<tr>
<td>RawX</td>
<td>Raw joystick position before normalization. Values range between 0 and 255.</td>
</tr>
<tr>
<td>RawY</td>
<td>Raw joystick position before normalization. Values range between 0 and 255.</td>
</tr>
<tr>
<td>X</td>
<td>Normalized joystick position. Values range between -0.5 and 0.5</td>
</tr>
<tr>
<td>Y</td>
<td>Normalized joystick position. Values range between -0.5 and 0.5</td>
</tr>
<tr>
<td>Z</td>
<td>Digital button on Nunchuk extension</td>
</tr>
</tbody>
</table>
See Also

*NunchukState Structure*  
*WiimoteLib Namespace*

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The **NunchukState** type exposes the following members.
### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
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<tr>
<td>Y</td>
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</tr>
<tr>
<td>Z</td>
<td>Digital button on Nunchuk extension</td>
</tr>
</tbody>
</table>
See Also

NunchukState Structure
WiimoteLib Namespace

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State of accelerometers

**Namespace:**  [WiimoteLib](#)

**Assembly:**  WiimoteLib (in WiimoteLib.dll)

**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#
public AccelState AccelState

Visual Basic (Declaration)
Public AccelState As AccelState

Visual C++
public:
AccelState AccelState
See Also

NunchukState Structure
WiimoteLib Namespace

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Digital button on Nunchuk extension

**Namespace:** WiimoteLib

**Assembly:** WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public bool C

Visual Basic (Declaration)

Public C As Boolean

Visual C++

public:
bool C
See Also

NunchukState Structure
WiimoteLib Namespace

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Calibration data for Nunchuk extension

**Namespace:**  [WiimoteLib](http://WiimoteLib)
**Assembly:**  WiimoteLib (in WiimoteLib.dll)
**Version:**  1.2.1.0 (1.2.1.0)
**Syntax**

**C#**

```csharp
public NunchukCalibrationInfo CalibrationInfo
```

**Visual Basic (Declaration)**

```vbnet
Public CalibrationInfo As NunchukCalibrationInfo
```

**Visual C++**

```c++
public:
NunchukCalibrationInfo CalibrationInfo
```
See Also

NunchukState Structure
WiimoteLib Namespace

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NunchukState:::RawX Field

Raw joystick position before normalization. Values range between 0 and 255.

**Namespace:** WiimoteLib
**Assembly:** WiimoteLib (in WiimoteLib.dll)
**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public byte RawX

Visual Basic (Declaration)

Public RawX As Byte

Visual C++

public:
unsigned char RawX
See Also

NunchukState Structure
WiimoteLib Namespace

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NunchukState:::RawY Field

Raw joystick position before normalization. Values range between 0 and 255.

**Namespace:** [WiimoteLib](#)

**Assembly:** WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public byte RawY

Visual Basic (Declaration)

Public RawY As Byte

Visual C++

public:
unsigned char RawY
See Also

NunchukState Structure
WiimoteLib Namespace

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Normalized joystick position. Values range between -0.5 and 0.5

**Namespace:** WiimoteLib

**Assembly:** WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

```csharp
public float X
```  

Visual Basic (Declaration)

```vbnet
Public X As Single
```  

Visual C++

```cpp
public:
float X
```
See Also

NunchukState Structure
WiimoteLib Namespace

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NunchukState.Y Field

Normalized joystick position. Values range between -0.5 and 0.5

Namespace: WiimoteLib
Assembly: WiimoteLib (in WiimoteLib.dll)
Version: 1.2.1.0 (1.2.1.0)
Syntax

C#

public float Y

Visual Basic (Declaration)

Public Y As Single

Visual C++

public:
float Y
See Also

NunchukState Structure
WiimoteLib Namespace

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Digital button on Nunchuk extension

**Namespace:**  WiimoteLib
**Assembly:**  WiimoteLib (in WiimoteLib.dll)
**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public bool Z

Visual Basic (Declaration)

Public Z As Boolean

Visual C++

public:
    bool Z
See Also

NunchukState Structure
WiimoteLib Namespace

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WiimoteLib
Wiimote Class

**Namespace:**  [WiimoteLib](#)
**Assembly:**  WiimoteLib (in WiimoteLib.dll)
**Version:**  1.2.1.0 (1.2.1.0)
## Syntax

### C#

```csharp
public class Wiimote : IDisposable
```

**Visual Basic (Declaration)**

```vbnet
Public Class Wiimote
    Implements IDisposable
```

### Visual C++

```cpp
public ref class Wiimote : IDisposable
```
Inheritance Hierarchy

System...:::Object
WiimoteLib...:::Wiimote
See Also

Wiimote Members
WiimoteLib Namespace

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The **Wiimote** type exposes the following members.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wiimote</td>
<td>Default constructor</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>Connect</strong></td>
<td>Connect to a Wiimote paired to the PC via Bluetooth</td>
</tr>
<tr>
<td><strong>Disconnect</strong></td>
<td>Disconnect from the controller and stop reading data from it</td>
</tr>
<tr>
<td><strong>Dispose</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified <code>Object</code> is equal to the current <code>Object</code>.</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <code>Object</code> to attempt to free resources and perform other cleanup operations before the <code>Object</code> is reclaimed by garbage collection. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type. <code>GetHashCode()</code> is suitable for use in hashing algorithms and data structures like a hash table. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>getStatus</strong></td>
<td>Retrieve the current status of the Wiimote and extensions. Replaces GetBatteryLevel() since it was poorly named.</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the <code>Type</code> of the current instance. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>ReadData</strong></td>
<td>Read data or register from Wiimote</td>
</tr>
<tr>
<td><strong>SetLEDs</strong></td>
<td>Overloaded.</td>
</tr>
<tr>
<td><strong>SetReportType</strong></td>
<td>Set Wiimote reporting mode</td>
</tr>
<tr>
<td><strong>SetRumble</strong></td>
<td>Toggle rumble</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns a <code>String</code> that represents the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>WriteData</strong></td>
<td>Overloaded.</td>
</tr>
</tbody>
</table>
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AltWriteMethod</td>
<td>Force the PC to write to the Wiimote in an alternate way. This should no longer be used.</td>
</tr>
<tr>
<td>WiimoteState</td>
<td>Current Wiimote state</td>
</tr>
</tbody>
</table>
## Events

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>WiimoteChanged</td>
<td>Event raised when Wiimote state is changed</td>
</tr>
<tr>
<td>WiimoteExtensionChanged</td>
<td>Event raised when an extension is inserted or removed</td>
</tr>
</tbody>
</table>
See Also

Wiimote Class
WiimoteLib Namespace

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Default constructor

Namespace: WiimoteLib
Assembly: WiimoteLib (in WiimoteLib.dll)
Version: 1.2.1.0 (1.2.1.0)
Syntax

C#

public Wiimote()

Visual Basic (Declaration)

Public Sub New

Visual C++

public:
Wiimote()
See Also

Wiimote Class
WiimoteLib Namespace

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The **Wiimote** type exposes the following members.
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</thead>
<tbody>
<tr>
<td><strong>Connect</strong></td>
<td>Connect to a Wiimote paired to the PC via Bluetooth</td>
</tr>
<tr>
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<td>Disconnect from the controller and stop reading data from it</td>
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<td><strong>WriteData</strong></td>
<td>Overloaded.</td>
</tr>
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See Also

Wiimote Class
WiimoteLib Namespace

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WiimoteLib
Wiimote::Connect Method

Connect to a Wiimote paired to the PC via Bluetooth

Namespace: WiimoteLib
Assembly: WiimoteLib (in WiimoteLib.dll)
Version: 1.2.1.0 (1.2.1.0)
Syntax

C#

public void Connect()

Visual Basic (Declaration)

Public Sub Connect

Visual C++

public:
void Connect()
See Also

Wiimote Class
WiimoteLib Namespace

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WiimoteLib
Wiimote....: Disconnect Method

**Wiimote Class**  **See Also**  **Send Feedback**

Disconnect from the controller and stop reading data from it

**Namespace:**  **WiimoteLib**

**Assembly:**  WiimoteLib (in WiimoteLib.dll)

**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public void Disconnect()

Visual Basic (Declaration)

Public Sub Disconnect

Visual C++

public:
void Disconnect()
See Also

Wiimote Class
WiimoteLib Namespace

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C#  Visual Basic  Visual C++
Include Protected Members
Include Inherited Members
WiimoteLib
Wiimote....Dispose Method

Wiimote Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dispose()()</td>
<td>Dispose Wiimote</td>
</tr>
<tr>
<td>Dispose(Boolean)</td>
<td>Dispose wiimote</td>
</tr>
</tbody>
</table>
See Also

Wiimote Class
Wiimote Members
WiimoteLib Namespace

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Dispose Wiimote

**Namespace:**  [WiimoteLib](#)

**Assembly:**  WiimoteLib (in WiimoteLib.dll)

**Version:**  1.2.1.0 (1.2.1.0)
**Syntax**

**C#**

public void Dispose()

**Visual Basic (Declaration)**

Public Sub Dispose

**Visual C++**

public:
virtual void Dispose() sealed

**Implements**

IDisposable:::Dispose()()
See Also

Wiimote Class
Dispose Overload
WiimoteLib Namespace

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Dispose wiimote

**Namespace:** WiimoteLib

**Assembly:** WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

protected virtual void Dispose(
    bool disposing
)

Visual Basic (Declaration)

Protected Overridable Sub Dispose ( _
    disposing As Boolean _
)

Visual C++

protected:
virtual void Dispose(  
    bool disposing
)

Parameters

disposing
    Type: System::::Boolean
    Disposing?
See Also

Wiimote Class
Dispose Overload
WiimoteLib Namespace

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Retrieve the current status of the Wiimote and extensions. Replaces GetBatteryLevel() since it was poorly named.

**Namespace:**  [WiimoteLib](#)  
**Assembly:**  WiimoteLib (in WiimoteLib.dll)  
**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public void GetStatus()

Visual Basic (Declaration)

Public Sub GetStatus

Visual C++

public:
void GetStatus()
See Also

Wiimote Class
WiimoteLib Namespace

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Read data or register from Wiimote

**Namespace:** WiimoteLib
**Assembly:** WiimoteLib (in WiimoteLib.dll)
**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

```csharp
public byte[] ReadData(
    int address,
    short size
)
```

Visual Basic (Declaration)

```vbnet
Public Function ReadData ( _
    address As Integer, _
    size As Short _
) As Byte()
```

Visual C++

```cpp
public:
array<unsigned char>^ ReadData(
    int address,
    short size
)
```

Parameters

address
Type: System::::Int32
Address to read

size
Type: System::::Int16
Length to read

Return Value

Data buffer
See Also

Wiimote Class
WiimoteLib Namespace

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WiimoteLib
Wiimote::SetLEDs Method

Wiimote Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SetLEDs(Int32)</td>
<td>Set the LEDs on the Wiimote</td>
</tr>
<tr>
<td>SetLEDs(Boolean, Boolean, Boolean)</td>
<td>Set the LEDs on the Wiimote</td>
</tr>
</tbody>
</table>
See Also

Wiimote Class
Wiimote Members
WiimoteLib Namespace

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Set the LEDs on the Wiimote

**Namespace:** WiimoteLib  
**Assembly:** WiimoteLib (in WiimoteLib.dll)  
**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public void SetLEDs(
    int leds
)

Visual Basic (Declaration)

Public Sub SetLEDs ( _
    leds As Integer _
)

Visual C++

public:
void SetLEDs(
    int leds
)

Parameters

leds
Type: System::.::Int32
The value to be lit up in base2 on the Wiimote
See Also

Wiimote Class
SetLEDs Overload
WiimoteLib Namespace

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WiimoteLib
Wiimote...:..SetLEDs Method (Boolean, Boolean, Boolean, Boolean)

**Wiimote Class**  **See Also**  **Send Feedback**

Set the LEDs on the Wiimote

**Namespace:** WiimoteLib
**Assembly:** WiimoteLib (in WiimoteLib.dll)
**Version:** 1.2.1.0 (1.2.1.0)
**Syntax**

**C#**

```csharp
public void SetLEDs(
    bool led1,
    bool led2,
    bool led3,
    bool led4
)
```

**Visual Basic (Declaration)**

```vbnet
Public Sub SetLEDs (_
    led1 As Boolean, _
    led2 As Boolean, _
    led3 As Boolean, _
    led4 As Boolean _
)
```

**Visual C++**

```cpp
public:
void SetLEDs(
    bool led1,
    bool led2,
    bool led3,
    bool led4
)
```

**Parameters**

**led1**
Type: `System::::Boolean`
LED 1

**led2**
Type: `System::::Boolean`
LED 2
led3
  Type: System::Boolean
  LED 3

led4
  Type: System::Boolean
  LED 4
See Also

Wiimote Class
SetLEDs Overload
WiimoteLib Namespace

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WiimoteLib

Wiimote::SetReportType Method

Set Wiimote reporting mode

Namespace: WiimoteLib
Assembly: WiimoteLib (in WiimoteLib.dll)
Version: 1.2.1.0 (1.2.1.0)
Syntax

C#

```csharp
public void SetReportType(
    Wiimote::$::InputReport type,
    bool continuous
)
```

Visual Basic (Declaration)

```vbnet
Public Sub SetReportType (_
    type As Wiimote::$::InputReport, _
    continuous As Boolean _
)
```

Visual C++

```cpp
public:
    void SetReportType(
        Wiimote::$::InputReport type,
        bool continuous
    )
```

Parameters

type
Type: WiimoteLib::$::Wiimote::$::InputReport
Report type

continuous
Type: System::$::Boolean
Continuous data
See Also

Wiimote Class
WiimoteLib Namespace

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WiimoteLib

Wiimote....:..SetRumble Method

Wiimote Class  See Also  Send Feedback

Toggle rumble

Namespace:  WiimoteLib
Assembly:  WiimoteLib (in WiimoteLib.dll)
Version:  1.2.1.0 (1.2.1.0)
Syntax

C#

public void SetRumble(
    bool on
)

Visual Basic (Declaration)

Public Sub SetRumble ( _
    on As Boolean _
)

Visual C++

public:
    void SetRumble(
        bool on
    )

Parameters

on
    Type: System::Boolean
    On or off
See Also

Wiimote Class
WiimoteLib Namespace

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WiimoteLib
Wiimote:::WriteData Method

Wiimote Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>WriteData(Int32, Byte)</code></td>
<td>Write a single byte to the Wiimote</td>
</tr>
<tr>
<td><code>WriteData(Int32, Byte, array&lt;Byte&gt;[[]])</code></td>
<td>Write a byte array to a specified address</td>
</tr>
</tbody>
</table>
See Also

Wiimote Class
Wiimote Members
WiimoteLib Namespace

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Write a single byte to the Wiimote

**Namespace:** WiimoteLib

**Assembly:** WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public void WriteData(
    int address,
    byte data
)

Visual Basic (Declaration)

Public Sub WriteData (_
    address As Integer, _
    data As Byte _
)

Visual C++

public:
void WriteData(
    int address,
    unsigned char data
)

Parameters

address
    Type: System::::Int32
    Address to write

data
    Type: System::::Byte
    Byte to write
See Also

Wiimote Class
WriteData Overload
WiimoteLib Namespace

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WiimoteLib

Wiimote...::WriteData Method (Int32, Byte, array<Byte>[][])
Syntax

C#

```csharp
public void WriteData(
    int address,
    byte size,
    byte[] buff
)
```

Visual Basic (Declaration)

```vbnet
Public Sub WriteData (_
    address As Integer, _
    size As Byte, _
    buff As Byte() _
)
```

Visual C++

```cpp
public:
void WriteData(
    int address,
    unsigned char size,
    array<unsigned char>^ buff
)
```

Parameters

address
Type: System::Int32
Address to write

size
Type: System::Byte
Length of buffer

buff
Type: array< System::Byte >[]()}
Data buffer
See Also

Wiimote Class
WriteData Overload
WiimoteLib Namespace

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The Wiimote type exposes the following members.
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AltWriteMethod</td>
<td><strong>Obsolete.</strong> Force the PC to write to the Wiimote in an alternate way. This should no longer be used.</td>
</tr>
<tr>
<td>WiimoteState</td>
<td>Current Wiimote state</td>
</tr>
</tbody>
</table>
See Also

Wiimote Class
WiimoteLib Namespace

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WiimoteLib
Wiimote...::AltWriteMethod Property

Force the PC to write to the Wiimote in an alternate way. This should no longer be used.

Namespace: WiimoteLib
Assembly: WiimoteLib (in WiimoteLib.dll)
Version: 1.2.1.0 (1.2.1.0)
Syntax

```csharp
[ObsoleteAttribute("The Connect method will determine the proper write method at runtime. Only set this if you really want to force it.")]
public bool AltWriteMethod { get; set; }
```

Visual Basic

```vbnet
<ObsoleteAttribute("The Connect method will determine the proper write method at runtime. Only set this if you really want to force it.")>
Public Property AltWriteMethod As Boolean
```

Visual C++

```cpp
[ObsoleteAttribute(L"The Connect method will determine the proper write method at runtime. Only set this if you really want to force it.")]
public:
property bool AltWriteMethod {
  bool get (){
    return true;
  }
  void set (bool value);
}
```
See Also

Wiimote Class
WiimoteLib Namespace

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WiimoteLib

Wiimote...::WiimoteState Property

Wiimote Class  See Also  Send Feedback

Current Wiimote state

**Namespace:**  WiimoteLib

**Assembly:**  WiimoteLib (in WiimoteLib.dll)

**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public WiimoteState WiimoteState { get; }

Visual Basic (Declaration)

Public ReadOnly Property WiimoteState As WiimoteState

Visual C++

public:
property WiimoteState^ WiimoteState {
    WiimoteState^ get ();
}
See Also

Wiimote Class
WiimoteLib Namespace

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The **Wiimote** type exposes the following members.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>WiimoteChanged</td>
<td>Event raised when Wiimote state is changed</td>
</tr>
<tr>
<td>WiimoteExtensionChanged</td>
<td>Event raised when an extension is inserted or removed</td>
</tr>
</tbody>
</table>
See Also

Wiimote Class
WiimoteLib Namespace
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WiimoteLib

Wiimote:::WiimoteChanged Event

**Wiimote Class**  See Also  Send Feedback

Event raised when Wiimote state is changed

**Namespace:**  WiimoteLib

**Assembly:**  WiimoteLib (in WiimoteLib.dll)

**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public event WiimoteChangedEventHandler WiimoteChanged

Visual Basic (Declaration)

Public Event WiimoteChanged As WiimoteChangedEventHandler

Visual C++

public:
    event WiimoteChangedEventHandler^ WiimoteChanged {
        void add (WiimoteChangedEventHandler^ value);
        void remove (WiimoteChangedEventHandler^ value);
    }
See Also

Wiimote Class
WiimoteLib Namespace

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WiimoteLib
Wiimote...:..WiimoteExtensionChanged Event

Wiimote Class  See Also  Send Feedback

Event raised when an extension is inserted or removed

Namespace: WiimoteLib
Assembly: WiimoteLib (in WiimoteLib.dll)
Version: 1.2.1.0 (1.2.1.0)
### Syntax

**C#**

```csharp
public event WiimoteExtensionChangedEventHandler WiimoteExtensionChanged;
```

**Visual Basic (Declaration)**

```vbnet
Public Event WiimoteExtensionChanged As WiimoteExtensionChangedEventHandler
```

**Visual C++**

```cpp
public:
    event WiimoteExtensionChangedEventHandler^ WiimoteExtensionChanged;
    void add (WiimoteExtensionChangedEventHandler^ value);
    void remove (WiimoteExtensionChangedEventHandler^ value);
}
See Also

Wiimote Class
WiimoteLib Namespace

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The report format in which the Wiimote should return data

**Namespace:**  WiimoteLib  
**Assembly:**  WiimoteLib (in WiimoteLib.dll)  
**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public enum InputReport

Visual Basic (Declaration)

Public Enumeration InputReport

Visual C++

public enum class InputReport
<table>
<thead>
<tr>
<th>Member name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Status</td>
<td>Status report</td>
</tr>
<tr>
<td>ReadData</td>
<td>Read data from memory location</td>
</tr>
<tr>
<td>Buttons</td>
<td>Button data only</td>
</tr>
<tr>
<td>ButtonsAccel</td>
<td>Button and accelerometer data</td>
</tr>
<tr>
<td>IRAccel</td>
<td>IR sensor and accelerometer data</td>
</tr>
<tr>
<td>ButtonsExtension</td>
<td>Button and extension controller data</td>
</tr>
<tr>
<td>ExtensionAccel</td>
<td>Extension and accelerometer data</td>
</tr>
<tr>
<td>IRExtensionAccel</td>
<td>IR sensor, extension controller and accelerometer data</td>
</tr>
</tbody>
</table>
See Also

WiimoteLib Namespace

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WiimoteChangedEventArgs Class

Members  See Also  Send Feedback

Argument sent through the WiimoteChangedEventArgs

**Namespace:** WiimoteLib

**Assembly:** WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

```
public class WiimoteChangedEventArgs : EventArgs
```

Visual Basic (Declaration)

```
Public Class WiimoteChangedEventArgs _
    Inherits EventArgs
```

Visual C++

```
public ref class WiimoteChangedEventArgs : public EventArgs
```
Inheritance Hierarchy

System::Object
System::EventArgs
WiimoteLib::WiimoteChangedEventArgs
See Also

WiimoteChangedEventArgs Members
WiimoteLib Namespace

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The WiimoteChangedEventArgs type exposes the following members.
### Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>WiimoteChangedEventArgs</td>
<td>Constructor</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified <a href="/api/dotnet/system/object">Object</a> is equal to the current <a href="/api/dotnet/system/object">Object</a>. (Inherited from <a href="/api/dotnet/system/object">Object</a>.)</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <a href="/api/dotnet/system/object">Object</a> to attempt to free resources and perform other cleanup operations before the <a href="/api/dotnet/system/object">Object</a> is reclaimed by garbage collection. (Inherited from <a href="/api/dotnet/system/object">Object</a>.)</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type. <a href="/api/dotnet/system/object/get_hashcode">GetHashCode()</a> is suitable for use in hashing algorithms and data structures like a hash table. (Inherited from <a href="/api/dotnet/system/object">Object</a>.)</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the <a href="/api/dotnet/system/type">Type</a> of the current instance. (Inherited from <a href="/api/dotnet/system/object">Object</a>.)</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current <a href="/api/dotnet/system/object">Object</a>. (Inherited from <a href="/api/dotnet/system/object">Object</a>.)</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns a <a href="/api/dotnet/system/string">String</a> that represents the current <a href="/api/dotnet/system/object">Object</a>. (Inherited from <a href="/api/dotnet/system/object">Object</a>.)</td>
</tr>
</tbody>
</table>
### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>WiimoteState</td>
<td>The current state of the Wiimote and extension controllers</td>
</tr>
</tbody>
</table>
See Also

WiimoteChangedEventArgs Class
WiimoteLib Namespace

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WiimoteChangedEventArgs Constructor

**Namespace:** WiimoteLib
**Assembly:** WiimoteLib (in WiimoteLib.dll)
**Version:** 1.2.1.0 (1.2.1.0)
## Syntax

### C#

```csharp
public WiimoteChangedEventArgs(WiimoteState ws)
```

### Visual Basic (Declaration)

```vbnet
Public Sub New ( _
    ws As WiimoteState _
)
```

### Visual C++

```cpp
public:
WiimoteChangedEventArgs(WiimoteChangedEventArgs( WiimoteLib::WiimoteState^ ws
```  

### Parameters

- **ws**
  - Type: `WiimoteLib::WiimoteState`
  - Wiimote state
See Also

WiimoteChangedEventArgs Class
WiimoteLib Namespace

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The WiimoteChangedEventArgs type exposes the following members.
### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>WiimoteState</td>
<td>The current state of the Wiimote and extension controllers</td>
</tr>
</tbody>
</table>
See Also

WiimoteChangedEventArgs Class
WiimoteLib Namespace

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The current state of the Wiimote and extension controllers

**Namespace:**  WiimoteLib  
**Assembly:**  WiimoteLib (in WiimoteLib.dll)  
**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public WiimoteState WiimoteState

Visual Basic (Declaration)

Public WiimoteState As WiimoteState

Visual C++

public:
WiimoteState^ WiimoteState
See Also

WiimoteChangedEventArgs Class
WiimoteLib Namespace

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Event to handle a state change on the Wiimote

**Namespace:** [WiimoteLib](#)

**Assembly:** WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public delegate void WiimoteChangedEventHandler(
    Object sender,
    WiimoteChangedEventArgs args
)

Visual Basic (Declaration)

Public Delegate Sub WiimoteChangedEventHandler ( _
    sender As Object, _
    args As WiimoteChangedEventArgs _
)

Visual C++

public delegate void WiimoteChangedEventHandler(
    Object^ sender,
    WiimoteChangedEventArgs^ args
)

Parameters

sender
    Type: System:::Object
    Object sending the event

args
    Type: WiimoteLib:::WiimoteChangedEventArgs
    Current Wiimote state
See Also

WiimoteLib Namespace

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Argument sent through the WiimoteExtensionChangedEventArgs

**Namespace:**  [WiimoteLib](#)

**Assembly:**  WiimoteLib (in WiimoteLib.dll)

**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public class WiimoteExtensionChangedEventArgs : EventArgs

Visual Basic (Declaration)

Public Class WiimoteExtensionChangedEventArgs
    Inherits EventArgs

Visual C++

public ref class WiimoteExtensionChangedEventArgs : public EventArgs
Inheritance Hierarchy

System..::.Object
System..::.EventArgs
WiimoteLib..::.WiimoteExtensionChangedEventArgs
See Also

WiimoteExtensionChangedEventArgs Members
WiimoteLib Namespace

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The WiimoteExtensionChangedEventArgs type exposes the following members.
Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>WiimoteExtensionChangedEventArgs</td>
<td>Constructor</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Equals</td>
<td>Determines whether the specified Object is equal to the current Object. (Inherited from Object.)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type. GetHashCode() is suitable for use in hashing algorithms and data structures like a hash table. (Inherited from Object.)</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the Type of the current instance. (Inherited from Object.)</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current Object. (Inherited from Object.)</td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a String that represents the current Object. (Inherited from Object.)</td>
</tr>
</tbody>
</table>
# Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ExtensionType</td>
<td>The extension type inserted or removed</td>
</tr>
<tr>
<td>Inserted</td>
<td>Whether the extension was inserted or removed</td>
</tr>
</tbody>
</table>
See Also

WiimoteExtensionChangedEventArgs Class
WiimoteLib Namespace

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WiimoteLib

WiimoteExtensionChangedEventArgs Constructor

**Namespace:** WiimoteLib

**Assembly:** WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

```csharp
public WiimoteExtensionChangedEventArgs(
    ExtensionType type,
    bool inserted
)
```

Visual Basic (Declaration)

```vbnet
Public Sub New (_
    type As ExtensionType, _
    inserted As Boolean _
)
```

Visual C++

```cpp
public:
WiimoteExtensionChangedEventArgs(
    ExtensionType type,
    bool inserted
)
```

Parameters

**type**

Type: `WiimoteLib::::ExtensionType`
The extension type inserted or removed

**inserted**

Type: `System::::Boolean`
Whether the extension was inserted or removed
See Also

WiimoteExtensionChangedEventArgs Class
WiimoteLib Namespace

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WiimoteLib

WiimoteExtensionChangedEventArgs Fields

The WiimoteExtensionChangedEventArgs type exposes the following members.
## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ExtensionType</strong></td>
<td>The extension type inserted or removed</td>
</tr>
<tr>
<td><strong>Inserted</strong></td>
<td>Whether the extension was inserted or removed</td>
</tr>
</tbody>
</table>
See Also

WiimoteExtensionChangedEventArgs Class
WiimoteLib Namespace

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The extension type inserted or removed

**Namespace:** [WiimoteLib](#)
**Assembly:** WiimoteLib (in WiimoteLib.dll)
**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public ExtensionType ExtensionType

Visual Basic (Declaration)

Public ExtensionType As ExtensionType

Visual C++

public:
ExtensionType ExtensionType
See Also

WiimoteExtensionChangedEventArgs Class
WiimoteLib Namespace

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Whether the extension was inserted or removed

**Namespace:**  WiimoteLib
**Assembly:**  WiimoteLib (in WiimoteLib.dll)
**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public bool Inserted

Visual Basic (Declaration)

Public Inserted As Boolean

Visual C++

public:
bool Inserted
See Also

WiimoteExtensionChangedEventArgs Class
WiimoteLib Namespace

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Event to handle insertion/removal of an extension (Nunchuk/Classic Controller)

**Namespace:** [WiimoteLib](#)  
**Assembly:** WiimoteLib (in WiimoteLib.dll)  
**Version:** 1.2.1.0 (1.2.1.0)
### Syntax

#### C#

```csharp
public delegate void WiimoteExtensionChangedEventHandler(
    Object sender,
    WiimoteExtensionChangedEventArgs args
)
```

#### Visual Basic (Declaration)

```vbnet
Public Delegate Sub WiimoteExtensionChangedEventHandler (
    _
    sender As Object, _
    args As WiimoteExtensionChangedEventArgs _
)
```

#### Visual C++

```cpp
public delegate void WiimoteExtensionChangedEventHandler(
    Object^ sender,
    WiimoteExtensionChangedEventArgs^ args
)
```

### Parameters

**sender**
- **Type:** `System::Object`
- Object sending the event

**args**
- **Type:** `WiimoteLib::WiimoteExtensionChangedEventArgs`
- Current extension status
See Also

WiimoteLib Namespace

Contact me at my [website](#). For the full article written on this library, visit [Coding4Fun](#).

Send comments on this topic to [wiimote@brianpeek.com](mailto:wiimote@brianpeek.com)

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WiimoteLib
WiimoteState Class

Current overall state of the Wiimote and all attachments

**Namespace:** [WiimoteLib](#)
**Assembly:** WiimoteLib (in WiimoteLib.dll)
**Version:** 1.2.1.0 (1.2.1.0)
Syntax

**C#**

```csharp
public class WiimoteState
```

**Visual Basic (Declaration)**

```vbnet
Public Class WiimoteState
```

**Visual C++**

```cpp
public ref class WiimoteState
```
Inheritance Hierarchy

System...Object
WiimoteLib...WiimoteState
See Also

WiimoteState Members
WiimoteLib Namespace

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The **WiimoteState** type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>WiimoteState</td>
<td></td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified <a href="#">Object</a> is equal to the current <a href="#">Object</a>. (Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <a href="#">Object</a> to attempt to free resources and perform other cleanup operations before the <a href="#">Object</a> is reclaimed by garbage collection. (Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type. <a href="#">GetHashCode()</a> is suitable for use in hashing algorithms and data structures like a hash table. (Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current <a href="#">Object</a>. (Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns a <a href="#">String</a> that represents the current <a href="#">Object</a>. (Inherited from <a href="#">Object</a>.)</td>
</tr>
</tbody>
</table>
Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AccelCalibrationInfo</td>
<td>Current calibration information</td>
</tr>
<tr>
<td>AccelState</td>
<td>Current state of accelerometers</td>
</tr>
<tr>
<td>Battery</td>
<td>Current battery level</td>
</tr>
<tr>
<td>ButtonState</td>
<td>Current state of buttons</td>
</tr>
<tr>
<td>ClassicControllerState</td>
<td>Current state of Classic Controller extension</td>
</tr>
<tr>
<td>Extension</td>
<td>Is an extension controller inserted?</td>
</tr>
<tr>
<td>ExtensionType</td>
<td>Extension controller currently inserted, if any</td>
</tr>
<tr>
<td>IRState</td>
<td>Current state of IR sensors</td>
</tr>
<tr>
<td>LEDState</td>
<td>Current state of LEDs</td>
</tr>
<tr>
<td>NunchukState</td>
<td>Current state of Nunchuk extension</td>
</tr>
<tr>
<td>Rumble</td>
<td>Current state of rumble</td>
</tr>
</tbody>
</table>
See Also

WiimoteState Class
WiimoteLib Namespace

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Initializes a new instance of the WiimoteState class.

**Namespace:** WiimoteLib  
**Assembly:** WiimoteLib (in WiimoteLib.dll)  
**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public WiimoteState()

Visual Basic (Declaration)

Public Sub New

Visual C++

public:
WiimoteState()
See Also

WiimoteState Class
WiimoteLib Namespace

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The WiimoteLib

WiimoteState Fields

WiimoteState Class  See Also  Send Feedback

The WiimoteState type exposes the following members.
### Fields

<table>
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See Also

WiimoteState Class
WiimoteLib Namespace

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WiimoteLib
WiimoteState..:::AccelCalibrationInfo Field

Current calibration information

**Namespace:**  WiimoteLib
**Assembly:** WiimoteLib (in WiimoteLib.dll)
**Version:** 1.2.1.0 (1.2.1.0)
Syntax

**C#**

`public AccelCalibrationInfo AccelCalibrationInfo`

**Visual Basic (Declaration)**

`Public AccelCalibrationInfo As AccelCalibrationInfo`

**Visual C++**

`public: AccelCalibrationInfo AccelCalibrationInfo`
See Also

WiimoteState Class
WiimoteLib Namespace

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Current state of accelerometers

**Namespace:**  [WiimoteLib](#)

**Assembly:**  WiimoteLib (in WiimoteLib.dll)

**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public AccelState AccelState

Visual Basic (Declaration)

Public AccelState As AccelState

Visual C++

public:
AccelState AccelState
See Also

WiimoteState Class
WiimoteLib Namespace

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WiimoteState..:::Battery Field

Current battery level

**Namespace:** WiimoteLib

**Assembly:** WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public byte Battery

Visual Basic (Declaration)

Public Battery As Byte

Visual C++

public:
unsigned char Battery
See Also

WiimoteState Class
WiimoteLib Namespace

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WiimoteLib

WiimoteState..::.ButtonState Field

WiimoteState Class  See Also  Send Feedback

Current state of buttons

Namespace:  WiimoteLib
Assembly:  WiimoteLib (in WiimoteLib.dll)
Version:  1.2.1.0 (1.2.1.0)
Syntax

**C#**

```csharp
public ButtonState ButtonState
```

**Visual Basic (Declaration)**

```vbnet
Public ButtonState As ButtonState
```

**Visual C++**

```cpp
public:
  ButtonState ButtonState
```
See Also

WiimoteState Class
WiimoteLib Namespace

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Current state of Classic Controller extension

**Namespace:** [WiimoteLib](https://example.com/WiimoteLib)

**Assembly:** WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public ClassicControllerState ClassicControllerState

Visual Basic (Declaration)

Public ClassicControllerState As ClassicControllerState

Visual C++

public:
ClassicControllerState ClassicControllerState
See Also

WiimoteState Class
WiimoteLib Namespace

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Is an extension controller inserted?

**Namespace:**  WiimoteLib  
**Assembly:**  WiimoteLib (in WiimoteLib.dll)  
**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public bool Extension

Visual Basic (Declaration)

Public Extension As Boolean

Visual C++

public:
bool Extension
See Also

WiimoteState Class
WiimoteLib Namespace

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Extension controller currently inserted, if any

Namespace: WiimoteLib
Assembly: WiimoteLib (in WiimoteLib.dll)
Version: 1.2.1.0 (1.2.1.0)
Syntax

C#

public ExtensionType ExtensionType

Visual Basic (Declaration)

Public ExtensionType As ExtensionType

Visual C++

public:
ExtensionType ExtensionType
See Also

WiimoteState Class
WiimoteLib Namespace

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WiimoteLib
WiimoteState:::IRState Field

WiimoteState Class  See Also  Send Feedback

Current state of IR sensors

**Namespace:**  WiimoteLib
**Assembly:**  WiimoteLib (in WiimoteLib.dll)
**Version:**  1.2.1.0 (1.2.1.0)
Syntax

C#

public IRState IRState

Visual Basic (Declaration)

Public IRState As IRState

Visual C++

public:
IRState IRState
See Also

WiimoteState Class
WiimoteLib Namespace

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WiimoteLib
WiimoteState..::.LEDState Field

WiimoteState Class  See Also  Send Feedback

Current state of LEDs

Namespace:  WiimoteLib
Assembly:  WiimoteLib (in WiimoteLib.dll)
Version:  1.2.1.0 (1.2.1.0)
Syntax

C#

public LEDState LEDState

Visual Basic (Declaration)

Public LEDState As LEDState

Visual C++

public:
    LEDState LEDState
See Also

WiimoteState Class
WiimoteLib Namespace

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Current state of Nunchuk extension

**Namespace:** WiimoteLib

**Assembly:** WiimoteLib (in WiimoteLib.dll)

**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public NunchukState NunchukState

Visual Basic (Declaration)

Public NunchukState As NunchukState

Visual C++

public: NunchukState NunchukState
See Also

WiimoteState Class
WiimoteLib Namespace

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Current state of rumble

**Namespace:** [WiimoteLib](http://www.wiimote.com)
**Assembly:** WiimoteLib (in WiimoteLib.dll)
**Version:** 1.2.1.0 (1.2.1.0)
Syntax

C#

public bool Rumble

Visual Basic (Declaration)

Public Rumble As Boolean

Visual C++

public:
bool Rumble
See Also

WiimoteState Class
WiimoteLib Namespace

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