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.

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

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http://blogs.msdn.com/coding4fun/archive/2007/03/14/1879033.aspx

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WiimoteLib
WiimoteLib Namespace
Send Feedback

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

Classes

	Class	Description
^ \$	Wiimote	Implementation of Wiimote
₹ \$	WiimoteChangedEventArgs	Argument sent through the WiimoteChangedEvent
₹ \$	$\underline{Wiimote Extension Change d Event Args}$	Argument sent through the WiimoteExtensionChangedEvent
₹ \$	WiimoteState	Current overall state of the Wiimote and all attachments

Structures

	Structure	Description
>	<u>AccelCalibrationInfo</u>	Accelerometer calibration information
>	<u>AccelState</u>	Current state of the accelerometers
>	<u>ButtonState</u>	Current button state
>	<u>ClassicControllerButtonState</u>	Curernt button state of the Classic Controller
>	$\underline{Classic Controller Calibration Info}$	Calibration information stored on the Classic Controller
>	<u>ClassicControllerState</u>	Current state of the Classic Controller
>	<u>IRState</u>	Current state of the IR camera
>	<u>LEDState</u>	Current state of LEDs
>	<u>NunchukCalibrationInfo</u>	Calibration information stored on the Nunchuk
*	<u>NunchukState</u>	Current state of the Nunchuk extension

Delegates

	Delegate	Description
3	WiimoteChangedEventHandler	Event to handle a state change on the Wiimote
<u></u>	WiimoteExtensionChangedEventHandler	Event to handle insertion/removal of an extension (Nunchuk/Classic Controller)

Enumerations

Enum	neration	Description
Extension	<u>Type</u> The exte	nsion plugged into the Wiimote
<i>■</i> <u>IRMode</u>	The mod	e of data reported for the IR sensor
<i>■</i> Wiimote:	:. <u>InputReport</u> The repo	ort format in which the Wiimote should ta

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WiimoteLib

AccelCalibrationInfo Structure

Members See Also Send Feedback

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

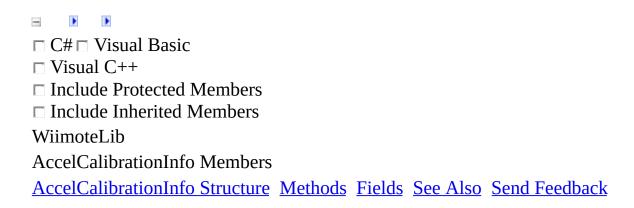
Visual C++

public value class AccelCalibrationInfo

AccelCalibrationInfo Members WiimoteLib Namespace

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The <u>AccelCalibrationInfo</u> type exposes the following members.

Methods

	Name	Description
≓ ∳	<u>Equals</u>	Indicates whether this instance and a specified object are equal. (Inherited from ValueType.)
~	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
≡	<u>GetHashCode</u>	Returns the hash code for this instance. (Inherited from <u>ValueType</u> .)
≡	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
Ģ ₩	MemberwiseClone	Creates a shallow copy of the current <u>Object</u> . (Inherited from <u>Object</u> .)
≡	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

Fields

	Name	Description
•	<u>X0</u>	Zero point of accelerometer
•	<u>XG</u>	Gravity at rest of accelerometer
•	<u>Y0</u>	Zero point of accelerometer
•	<u>YG</u>	Gravity at rest of accelerometer
•	<u>Z0</u>	Zero point of accelerometer
•	<u>ZG</u>	Gravity at rest of accelerometer

AccelCalibrationInfo Structure WiimoteLib Namespace

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WiimoteLib
AccelCalibrationInfo Fields

AccelCalibrationInfo Structure See Also Send Feedback

The <u>AccelCalibrationInfo</u> type exposes the following members.

Fields

	Name	Description
•	<u>X0</u>	Zero point of accelerometer
•	<u>XG</u>	Gravity at rest of accelerometer
•	<u>Y0</u>	Zero point of accelerometer
•	<u>YG</u>	Gravity at rest of accelerometer
•	<u>Z0</u>	Zero point of accelerometer
•	<u>ZG</u>	Gravity at rest of accelerometer

AccelCalibrationInfo Structure WiimoteLib Namespace

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AccelCalibrationInfo..::X0 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#

public <u>byte</u> X0

Visual Basic (Declaration)

Public X0 As Byte

Visual C++

public:

unsigned char X0

AccelCalibrationInfo Structure WiimoteLib Namespace

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WiimoteLib

AccelCalibrationInfo..::XG Field

AccelCalibrationInfo Structure See Also Send Feedback

Gravity at rest of accelerometer

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Version: 1.2.1.0 (1.2.1.0)

Syntax

C#

public <u>byte</u> XG

Visual Basic (Declaration)

Public XG As Byte

Visual C++

public:

unsigned char XG

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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#

public <u>byte</u> Y0

Visual Basic (Declaration)

Public Y0 As Byte

Visual C++

public:

unsigned char Y0

AccelCalibrationInfo Structure WiimoteLib Namespace

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AccelCalibrationInfo..::YG Field

AccelCalibrationInfo Structure See Also Send Feedback

Gravity at rest of accelerometer

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Version: 1.2.1.0 (1.2.1.0)

Syntax

C#

public <u>byte</u> YG

Visual Basic (Declaration)

Public YG As Byte

Visual C++

public:

unsigned char YG

AccelCalibrationInfo Structure WiimoteLib Namespace

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WiimoteLib

AccelCalibrationInfo..:.Z0 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#

public <u>byte</u> Z0

Visual Basic (Declaration)

Public Z0 As Byte

Visual C++

public:

unsigned char Z0

AccelCalibrationInfo Structure WiimoteLib Namespace

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WiimoteLib

AccelCalibrationInfo..::.ZG Field

AccelCalibrationInfo Structure See Also Send Feedback

Gravity at rest of accelerometer

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Version: 1.2.1.0 (1.2.1.0)

Syntax

C#

public <u>byte</u> ZG

Visual Basic (Declaration)

Public ZG As Byte

Visual C++

public:

unsigned char ZG

AccelCalibrationInfo Structure WiimoteLib Namespace

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WiimoteLib

AccelState Structure

Members See Also Send Feedback

Current state of the accelerometers

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Version: 1.2.1.0 (1.2.1.0)

\blacksquare Syntax

C#

public struct AccelState

Visual Basic (Declaration)

Public Structure AccelState

Visual C++

public value class AccelState

AccelState Members
WiimoteLib Namespace

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WiimoteLib
AccelState Members

AccelState Structure Methods Fields See Also Send Feedback

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

Methods

	Name	Description
≓ ∳	<u>Equals</u>	Indicates whether this instance and a specified object are equal. (Inherited from ValueType.)
~	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
≡	<u>GetHashCode</u>	Returns the hash code for this instance. (Inherited from <u>ValueType</u> .)
≡	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
Ģ ₩	MemberwiseClone	Creates a shallow copy of the current <u>Object</u> . (Inherited from <u>Object</u> .)
≡	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

Fields

Name Description

RawX Raw accelerometer data.

Values range between 0 - 255

RawY Raw accelerometer data.

Values range between 0 - 255

RawZ Raw accelerometer data.

Values range between 0 - 255

- Normalized acceerometer data. Values range between 0 ?
- Y Normalized acceerometer data. Values range between 0 ?
- Normalized acceerometer data. Values range between 0 ?

AccelState Structure
WiimoteLib Namespace

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WiimoteLib
AccelState Fields
AccelState Structure See Also Send Feedback

The <u>AccelState</u> type exposes the following members.

Fields

Name Description

RawX Raw accelerometer data.

Values range between 0 - 255

RawY Raw accelerometer data.

Values range between 0 - 255

RawZ Raw accelerometer data.

Values range between 0 - 255

- Normalized acceerometer data. Values range between 0 ?
- Y Normalized acceerometer data. Values range between 0 ?
- Normalized acceerometer data. Values range between 0 ?

AccelState Structure
WiimoteLib Namespace

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WiimoteLib

AccelState..::.RawX Field

AccelState Structure See Also Send Feedback

Raw accelerometer data.

Values range between 0 - 255

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Version: 1.2.1.0 (1.2.1.0)

Syntax

C#

public <u>byte</u> RawX

Visual Basic (Declaration)

Public RawX As Byte

Visual C++

public:

unsigned char RawX

AccelState Structure
WiimoteLib Namespace

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AccelState..::.RawY Field

AccelState Structure See Also Send Feedback

Raw accelerometer data.

Values range between 0 - 255

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Version: 1.2.1.0 (1.2.1.0)

Syntax

C#

public <u>byte</u> RawY

Visual Basic (Declaration)

Public RawY As Byte

Visual C++

public:

unsigned char RawY

AccelState Structure
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WiimoteLib

AccelState..::.RawZ Field

AccelState Structure See Also Send Feedback

Raw accelerometer data.

Values range between 0 - 255

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Version: 1.2.1.0 (1.2.1.0)

Syntax

C#

public <u>byte</u> RawZ

Visual Basic (Declaration)

Public RawZ As Byte

Visual C++

public:

unsigned char RawZ

AccelState Structure
WiimoteLib Namespace

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WiimoteLib

AccelState..:.X Field

AccelState Structure See Also Send Feedback

Normalized acceerometer data. Values range between 0 - ?

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Version: 1.2.1.0 (1.2.1.0)

\blacksquare Syntax

C#

public <u>float</u> X

Visual Basic (Declaration)

Public X As <u>Single</u>

Visual C++

public: float X

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WiimoteLib

AccelState..::Y Field

AccelState Structure See Also Send Feedback

Normalized acceerometer data. Values range between 0 - ?

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Version: 1.2.1.0 (1.2.1.0)

Syntax

```
C#
```

```
public <u>float</u> Y
```

Visual Basic (Declaration)

Public Y As <u>Single</u>

Visual C++

public: float Y

AccelState Structure
WiimoteLib Namespace

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WiimoteLib

AccelState..:.Z Field

AccelState Structure See Also Send Feedback

Normalized acceerometer data. Values range between 0 - ?

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public <u>float</u> Z

Visual Basic (Declaration)

Public Z As <u>Single</u>

Visual C++

public: float Z

AccelState Structure
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WiimoteLib

ButtonState Structure

Members See Also Send Feedback

Current button state

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public struct ButtonState

Visual Basic (Declaration)

Public Structure ButtonState

Visual C++

public value class ButtonState

ButtonState Members WiimoteLib Namespace

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WiimoteLib
ButtonState Members

ButtonState Structure Methods Fields See Also Send Feedback

The **ButtonState** type exposes the following members.

Methods

	Name	Description
≓ ∳	<u>Equals</u>	Indicates whether this instance and a specified object are equal. (Inherited from ValueType.)
~	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
≡	<u>GetHashCode</u>	Returns the hash code for this instance. (Inherited from <u>ValueType</u> .)
≡	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
Ģ ₩	MemberwiseClone	Creates a shallow copy of the current <u>Object</u> . (Inherited from <u>Object</u> .)
≡	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

Fields

	Name	Description
•	<u>A</u>	Digital button on the Wiimote
•	<u>B</u>	Digital button on the Wiimote
•	<u>Down</u>	Digital button on the Wiimote
•	<u>Home</u>	Digital button on the Wiimote
•	<u>Left</u>	Digital button on the Wiimote
•	Minus	Digital button on the Wiimote
•	<u>One</u>	Digital button on the Wiimote
•	<u>Plus</u>	Digital button on the Wiimote
•	Right	Digital button on the Wiimote
•	<u>Two</u>	Digital button on the Wiimote
•	Up	Digital button on the Wiimote

ButtonState Structure
WiimoteLib Namespace

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☐ Include Inherited Members
WiimoteLib
ButtonState Fields
ButtonState Structure See Also Send Feedback

The **ButtonState** type exposes the following members.

Fields

	Name	Description
•	<u>A</u>	Digital button on the Wiimote
•	<u>B</u>	Digital button on the Wiimote
•	<u>Down</u>	Digital button on the Wiimote
•	<u>Home</u>	Digital button on the Wiimote
•	<u>Left</u>	Digital button on the Wiimote
•	Minus	Digital button on the Wiimote
•	<u>One</u>	Digital button on the Wiimote
•	<u>Plus</u>	Digital button on the Wiimote
•	Right	Digital button on the Wiimote
•	<u>Two</u>	Digital button on the Wiimote
•	Up	Digital button on the Wiimote

ButtonState Structure
WiimoteLib Namespace

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WiimoteLib

ButtonState..:.A Field

ButtonState Structure See Also Send Feedback

Digital button on the Wiimote

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public <u>bool</u> A

Visual Basic (Declaration)

Public A As <u>Boolean</u>

Visual C++

public: bool A

ButtonState Structure
WiimoteLib Namespace

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WiimoteLib

ButtonState..::B Field

ButtonState Structure See Also Send Feedback

Digital button on the Wiimote

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public <u>bool</u> B

Visual Basic (Declaration)

Public B As <u>Boolean</u>

Visual C++

public: bool B

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WiimoteLib Namespace

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WiimoteLib

ButtonState..::.Down Field

ButtonState Structure See Also Send Feedback

Digital button on the Wiimote

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public <u>bool</u> Down

Visual Basic (Declaration)

Public Down As <u>Boolean</u>

Visual C++

public: bool Down

ButtonState Structure
WiimoteLib Namespace

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WiimoteLib

ButtonState..::.Home Field

ButtonState Structure See Also Send Feedback

Digital button on the Wiimote

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public <u>bool</u> Home

Visual Basic (Declaration)

Public Home As <u>Boolean</u>

Visual C++

public: bool Home

ButtonState Structure
WiimoteLib Namespace

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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)

C#

public <u>bool</u> Left

Visual Basic (Declaration)

Public Left As <u>Boolean</u>

Visual C++

public: bool Left

ButtonState Structure
WiimoteLib Namespace

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WiimoteLib

ButtonState..:.Minus Field

ButtonState Structure See Also Send Feedback

Digital button on the Wiimote

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public <u>bool</u> Minus

Visual Basic (Declaration)

Public Minus As <u>Boolean</u>

Visual C++

public: bool Minus

ButtonState Structure
WiimoteLib Namespace

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

Send comments on this topic to wiimote@brianpeek.com

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ButtonState..:.One Field

ButtonState Structure See Also Send Feedback

Digital button on the Wiimote

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public <u>bool</u> One

Visual Basic (Declaration)

Public One As <u>Boolean</u>

Visual C++

public: bool One

ButtonState Structure
WiimoteLib Namespace

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b

□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ButtonState..::.Plus Field

ButtonState Structure See Also Send Feedback

Digital button on the Wiimote

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public <u>bool</u> Plus

Visual Basic (Declaration)

Public Plus As <u>Boolean</u>

Visual C++

public: bool Plus

ButtonState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ButtonState..::.Right Field

ButtonState Structure See Also Send Feedback

Digital button on the Wiimote

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public <u>bool</u> Right

Visual Basic (Declaration)

Public Right As <u>Boolean</u>

Visual C++

public: bool Right

ButtonState Structure
WiimoteLib Namespace

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b

□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ButtonState..::.Two Field

ButtonState Structure See Also Send Feedback

Digital button on the Wiimote

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public <u>bool</u> Two

Visual Basic (Declaration)

Public Two As <u>Boolean</u>

Visual C++

public: bool Two

ButtonState Structure
WiimoteLib Namespace

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b

□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ButtonState..::.Up Field

ButtonState Structure See Also Send Feedback

Digital button on the Wiimote

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public <u>bool</u> Up

Visual Basic (Declaration)

Public Up As <u>Boolean</u>

Visual C++

public: bool Up

ButtonState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerButtonState Structure

Members See Also Send Feedback

Curernt button state of the Classic Controller

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public struct ClassicControllerButtonState

Visual Basic (Declaration)

Public Structure ClassicControllerButtonState

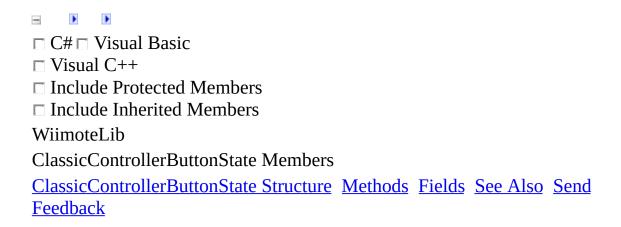
Visual C++

public value class ClassicControllerButtonState

<u>ClassicControllerButtonState Members</u> <u>WiimoteLib Namespace</u>

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

Send comments on this topic to wiimote@brianpeek.com



The <u>ClassicControllerButtonState</u> type exposes the following members.

Methods

	Name	Description
≓ ∳	<u>Equals</u>	Indicates whether this instance and a specified object are equal. (Inherited from ValueType.)
~	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
≡	<u>GetHashCode</u>	Returns the hash code for this instance. (Inherited from <u>ValueType</u> .)
≡	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
Ģ ₩	MemberwiseClone	Creates a shallow copy of the current <u>Object</u> . (Inherited from <u>Object</u> .)
≡	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

Fields

	Name	Description
•	<u>A</u>	Digital button on the Classic Controller extension
•	<u>B</u>	Digital button on the Classic Controller extension
•	<u>Down</u>	Digital button on the Classic Controller extension
•	<u>Home</u>	Digital button on the Classic Controller extension
•	<u>Left</u>	Digital button on the Classic Controller extension
•	<u>Minus</u>	Digital button on the Classic Controller extension
•	<u>Plus</u>	Digital button on the Classic Controller extension
•	<u>Right</u>	Digital button on the Classic Controller extension
•	<u>TriggerL</u>	Analog trigger - false if released, true for any pressure applied
•	<u>TriggerR</u>	Analog trigger - false if released, true for any pressure applied
•	<u>U</u> p	Digital button on the Classic Controller extension
•	<u>X</u>	Digital button on the Classic Controller extension
•	$\underline{\mathbf{Y}}$	Digital button on the Classic Controller extension
•	<u>ZL</u>	Digital button on the Classic Controller extension
•	<u>ZR</u>	Digital button on the Classic Controller extension

<u>ClassicControllerButtonState Structure</u> <u>WiimoteLib Namespace</u>

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The <u>ClassicControllerButtonState</u> type exposes the following members.

Fields

	Name	Description
•	<u>A</u>	Digital button on the Classic Controller extension
•	<u>B</u>	Digital button on the Classic Controller extension
•	<u>Down</u>	Digital button on the Classic Controller extension
•	<u>Home</u>	Digital button on the Classic Controller extension
•	<u>Left</u>	Digital button on the Classic Controller extension
•	<u>Minus</u>	Digital button on the Classic Controller extension
•	<u>Plus</u>	Digital button on the Classic Controller extension
•	<u>Right</u>	Digital button on the Classic Controller extension
•	<u>TriggerL</u>	Analog trigger - false if released, true for any pressure applied
•	<u>TriggerR</u>	Analog trigger - false if released, true for any pressure applied
•	<u>U</u> p	Digital button on the Classic Controller extension
•	<u>X</u>	Digital button on the Classic Controller extension
•	$\underline{\mathbf{Y}}$	Digital button on the Classic Controller extension
•	<u>ZL</u>	Digital button on the Classic Controller extension
•	<u>ZR</u>	Digital button on the Classic Controller extension

<u>ClassicControllerButtonState Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerButtonState..::.A Field

ClassicControllerButtonState Structure See Also Send Feedback

Digital button on the Classic Controller extension

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public <u>bool</u> A

Visual Basic (Declaration)

Public A As <u>Boolean</u>

Visual C++

public: bool A

<u>ClassicControllerButtonState Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerButtonState..::.B Field

ClassicControllerButtonState Structure See Also Send Feedback

Digital button on the Classic Controller extension

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public <u>bool</u> B

Visual Basic (Declaration)

Public B As <u>Boolean</u>

Visual C++

public: bool B

<u>ClassicControllerButtonState Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerButtonState..::.Down Field

ClassicControllerButtonState Structure See Also Send Feedback

Digital button on the Classic Controller extension

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public <u>bool</u> Down

Visual Basic (Declaration)

Public Down As <u>Boolean</u>

Visual C++

public: bool Down

<u>ClassicControllerButtonState Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerButtonState..::.Home Field

ClassicControllerButtonState Structure See Also Send Feedback

Digital button on the Classic Controller extension

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public <u>bool</u> Home

Visual Basic (Declaration)

Public Home As <u>Boolean</u>

Visual C++

public: bool Home

<u>ClassicControllerButtonState Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerButtonState..::Left Field

ClassicControllerButtonState Structure See Also Send Feedback

Digital button on the Classic Controller extension

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public <u>bool</u> Left

Visual Basic (Declaration)

Public Left As <u>Boolean</u>

Visual C++

public: bool Left

<u>ClassicControllerButtonState Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerButtonState..::.Minus Field

ClassicControllerButtonState Structure See Also Send Feedback

Digital button on the Classic Controller extension

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public <u>bool</u> Minus

Visual Basic (Declaration)

Public Minus As <u>Boolean</u>

Visual C++

public: bool Minus

<u>ClassicControllerButtonState Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerButtonState..::.Plus Field

ClassicControllerButtonState Structure See Also Send Feedback

Digital button on the Classic Controller extension

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public <u>bool</u> Plus

Visual Basic (Declaration)

Public Plus As <u>Boolean</u>

Visual C++

public: bool Plus

<u>ClassicControllerButtonState Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerButtonState..:.Right Field

ClassicControllerButtonState Structure See Also Send Feedback

Digital button on the Classic Controller extension

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public <u>bool</u> Right

Visual Basic (Declaration)

Public Right As <u>Boolean</u>

Visual C++

public: bool Right

<u>ClassicControllerButtonState Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerButtonState..:.TriggerL Field

ClassicControllerButtonState Structure See Also Send Feedback

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

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public <u>bool</u> TriggerL

Visual Basic (Declaration)

Public TriggerL As <u>Boolean</u>

Visual C++

public: bool TriggerL

<u>ClassicControllerButtonState Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

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)

\blacksquare Syntax

C#

public <u>bool</u> TriggerR

Visual Basic (Declaration)

Public TriggerR As <u>Boolean</u>

Visual C++

public: bool TriggerR

<u>ClassicControllerButtonState Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerButtonState..:.Up Field

ClassicControllerButtonState Structure See Also Send Feedback

Digital button on the Classic Controller extension

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public <u>bool</u> Up

Visual Basic (Declaration)

Public Up As <u>Boolean</u>

Visual C++

public: bool Up

<u>ClassicControllerButtonState Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerButtonState..:.X Field

ClassicControllerButtonState Structure See Also Send Feedback

Digital button on the Classic Controller extension

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public <u>bool</u> X

Visual Basic (Declaration)

Public X As <u>Boolean</u>

Visual C++

public: bool X

<u>ClassicControllerButtonState Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerButtonState..::.Y Field

ClassicControllerButtonState Structure See Also Send Feedback

Digital button on the Classic Controller extension

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public <u>bool</u> Y

Visual Basic (Declaration)

Public Y As <u>Boolean</u>

Visual C++

public: bool Y

<u>ClassicControllerButtonState Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerButtonState..::ZL Field

ClassicControllerButtonState Structure See Also Send Feedback

Digital button on the Classic Controller extension

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public <u>bool</u> ZL

Visual Basic (Declaration)

Public ZL As <u>Boolean</u>

Visual C++

public: bool ZL

<u>ClassicControllerButtonState Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerButtonState..::.ZR Field

ClassicControllerButtonState Structure See Also Send Feedback

Digital button on the Classic Controller extension

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public <u>bool</u> ZR

Visual Basic (Declaration)

Public ZR As <u>Boolean</u>

Visual C++

public: bool ZR

<u>ClassicControllerButtonState Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerCalibrationInfo Structure

Members See Also Send Feedback

Calibration information stored on the Classic Controller

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public struct ClassicControllerCalibrationInfo

Visual Basic (Declaration)

Public Structure ClassicControllerCalibrationInfo

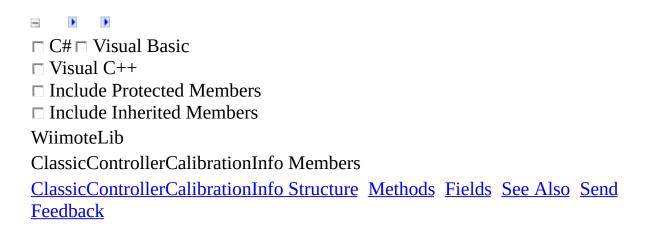
Visual C++

public value class ClassicControllerCalibrationInfo

<u>ClassicControllerCalibrationInfo Members</u> <u>WiimoteLib Namespace</u>

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

Send comments on this topic to wiimote@brianpeek.com



The <u>ClassicControllerCalibrationInfo</u> type exposes the following members.

Methods

	Name	Description
≓ ∳	<u>Equals</u>	Indicates whether this instance and a specified object are equal. (Inherited from ValueType.)
~	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
≡	<u>GetHashCode</u>	Returns the hash code for this instance. (Inherited from <u>ValueType</u> .)
≡	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
Ģ ₩	MemberwiseClone	Creates a shallow copy of the current <u>Object</u> . (Inherited from <u>Object</u> .)
≡	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

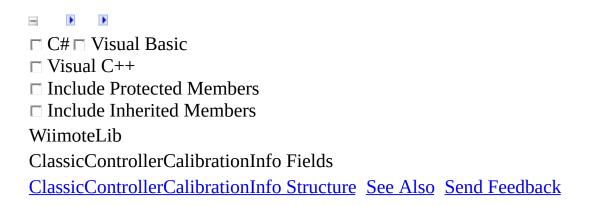
Fields

	Name	Description
٠	<u>MaxTriggerL</u>	Left analog trigger
•	<u>MaxTriggerR</u>	Right analog trigger
•	<u>MaxXL</u>	Left joystick X-axis
•	<u>MaxXR</u>	Right joystick X-axis
•	<u>MaxYL</u>	Left joystick Y-axis
•	<u>MaxYR</u>	Right joystick Y-axis
•	<u>MidXL</u>	Left joystick X-axis
•	<u>MidXR</u>	Right joystick X-axis
•	<u>MidYL</u>	Left joystick Y-axis
•	<u>MidYR</u>	Right joystick Y-axis
•	<u>MinTriggerL</u>	Left analog trigger
•	<u>MinTriggerR</u>	Right analog trigger
•	<u>MinXL</u>	Left joystick X-axis
•	<u>MinXR</u>	Right joystick X-axis
•	<u>MinYL</u>	Left joystick Y-axis
•	<u>MinYR</u>	Right joystick Y-axis

<u>ClassicControllerCalibrationInfo Structure</u> <u>WiimoteLib Namespace</u>

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The <u>ClassicControllerCalibrationInfo</u> type exposes the following members.

Fields

	Name	Description
•	<u>MaxTriggerL</u>	Left analog trigger
•	<u>MaxTriggerR</u>	Right analog trigger
•	<u>MaxXL</u>	Left joystick X-axis
•	<u>MaxXR</u>	Right joystick X-axis
•	<u>MaxYL</u>	Left joystick Y-axis
•	<u>MaxYR</u>	Right joystick Y-axis
•	<u>MidXL</u>	Left joystick X-axis
•	<u>MidXR</u>	Right joystick X-axis
•	<u>MidYL</u>	Left joystick Y-axis
•	<u>MidYR</u>	Right joystick Y-axis
•	<u>MinTriggerL</u>	Left analog trigger
•	<u>MinTriggerR</u>	Right analog trigger
•	<u>MinXL</u>	Left joystick X-axis
•	<u>MinXR</u>	Right joystick X-axis
•	<u>MinYL</u>	Left joystick Y-axis
•	<u>MinYR</u>	Right joystick Y-axis

<u>ClassicControllerCalibrationInfo Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

 $Classic Controller Calibration Info..... Max Trigger L\ Field$

ClassicControllerCalibrationInfo Structure See Also Send Feedback

Left analog trigger

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public byte MaxTriggerL

Visual Basic (Declaration)

Public MaxTriggerL As Byte

Visual C++

public:

unsigned char MaxTriggerL

<u>ClassicControllerCalibrationInfo Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerCalibrationInfo..::.MaxTriggerR Field

ClassicControllerCalibrationInfo Structure See Also Send Feedback

Right analog trigger

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public byte MaxTriggerR

Visual Basic (Declaration)

Public MaxTriggerR As Byte

Visual C++

public:

unsigned char MaxTriggerR

<u>ClassicControllerCalibrationInfo Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerCalibrationInfo..::.MaxXL Field

ClassicControllerCalibrationInfo Structure See Also Send Feedback

Left joystick X-axis

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public <u>byte</u> MaxXL

Visual Basic (Declaration)

Public MaxXL As Byte

Visual C++

public:

unsigned char MaxXL

<u>ClassicControllerCalibrationInfo Structure</u> <u>WiimoteLib Namespace</u>

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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)

C#

public <u>byte</u> MaxXR

Visual Basic (Declaration)

Public MaxXR As Byte

Visual C++

public:

unsigned char MaxXR

<u>ClassicControllerCalibrationInfo Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerCalibrationInfo..::.MaxYL Field

ClassicControllerCalibrationInfo Structure See Also Send Feedback

Left joystick Y-axis

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public <u>byte</u> MaxYL

Visual Basic (Declaration)

Public MaxYL As Byte

Visual C++

public:

unsigned char MaxYL

<u>ClassicControllerCalibrationInfo Structure</u> <u>WiimoteLib Namespace</u>

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Send comments on this topic to wiimote@brianpeek.com

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerCalibrationInfo..:..MaxYR Field

ClassicControllerCalibrationInfo Structure See Also Send Feedback

Right joystick Y-axis

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public <u>byte</u> MaxYR

Visual Basic (Declaration)

Public MaxYR As Byte

Visual C++

public:

unsigned char MaxYR

<u>ClassicControllerCalibrationInfo Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerCalibrationInfo..::.MidXL Field

ClassicControllerCalibrationInfo Structure See Also Send Feedback

Left joystick X-axis

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public <u>byte</u> MidXL

Visual Basic (Declaration)

Public MidXL As Byte

Visual C++

public:

unsigned char MidXL

<u>ClassicControllerCalibrationInfo Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerCalibrationInfo..::.MidXR Field

ClassicControllerCalibrationInfo Structure See Also Send Feedback

Right joystick X-axis

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public <u>byte</u> MidXR

Visual Basic (Declaration)

Public MidXR As Byte

Visual C++

public:

unsigned char MidXR

<u>ClassicControllerCalibrationInfo Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerCalibrationInfo..::.MidYL Field

ClassicControllerCalibrationInfo Structure See Also Send Feedback

Left joystick Y-axis

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public <u>byte</u> MidYL

Visual Basic (Declaration)

Public MidYL As Byte

Visual C++

public:

unsigned char MidYL

<u>ClassicControllerCalibrationInfo Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerCalibrationInfo..::.MidYR Field

ClassicControllerCalibrationInfo Structure See Also Send Feedback

Right joystick Y-axis

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public <u>byte</u> MidYR

Visual Basic (Declaration)

Public MidYR As Byte

Visual C++

public:

unsigned char MidYR

<u>ClassicControllerCalibrationInfo Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

 $Classic Controller Calibration Info..... Min Trigger L\ Field$

ClassicControllerCalibrationInfo Structure See Also Send Feedback

Left analog trigger

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public byte MinTriggerL

Visual Basic (Declaration)

Public MinTriggerL As Byte

Visual C++

public:

unsigned char MinTriggerL

<u>ClassicControllerCalibrationInfo Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

 $Classic Controller Calibration Info.....M in Trigger R.\ Field$

ClassicControllerCalibrationInfo Structure See Also Send Feedback

Right analog trigger

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public byte MinTriggerR

Visual Basic (Declaration)

Public MinTriggerR As Byte

Visual C++

public:

unsigned char MinTriggerR

<u>ClassicControllerCalibrationInfo Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerCalibrationInfo..::.MinXL Field

ClassicControllerCalibrationInfo Structure See Also Send Feedback

Left joystick X-axis

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public <u>byte</u> MinXL

Visual Basic (Declaration)

Public MinXL As Byte

Visual C++

public:

unsigned char MinXL

<u>ClassicControllerCalibrationInfo Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerCalibrationInfo..::.MinXR Field

ClassicControllerCalibrationInfo Structure See Also Send Feedback

Right joystick X-axis

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public <u>byte</u> MinXR

Visual Basic (Declaration)

Public MinXR As Byte

Visual C++

public:

unsigned char MinXR

<u>ClassicControllerCalibrationInfo Structure</u> <u>WiimoteLib Namespace</u>

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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)

C#

public <u>byte</u> MinYL

Visual Basic (Declaration)

Public MinYL As Byte

Visual C++

public:

unsigned char MinYL

<u>ClassicControllerCalibrationInfo Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerCalibrationInfo..::.MinYR Field

ClassicControllerCalibrationInfo Structure See Also Send Feedback

Right joystick Y-axis

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public <u>byte</u> MinYR

Visual Basic (Declaration)

Public MinYR As Byte

Visual C++

public:

unsigned char MinYR

<u>ClassicControllerCalibrationInfo Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerState Structure

Members See Also Send Feedback

Current state of the Classic Controller

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public struct ClassicControllerState

Visual Basic (Declaration)

Public Structure ClassicControllerState

Visual C++

public value class ClassicControllerState

<u>ClassicControllerState Members</u> <u>WiimoteLib Namespace</u>

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The <u>ClassicControllerState</u> type exposes the following members.

Methods

	Name	Description
≓ ∳	<u>Equals</u>	Indicates whether this instance and a specified object are equal. (Inherited from ValueType.)
~	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
≡	<u>GetHashCode</u>	Returns the hash code for this instance. (Inherited from <u>ValueType</u> .)
≡	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
Ģ ₩	MemberwiseClone	Creates a shallow copy of the current <u>Object</u> . (Inherited from <u>Object</u> .)
≡	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

Fields

	Name	Description
•	ButtonState	Current button state
•	CalibrationInfo	Calibration data for Classic Controller extension
٠	RawTriggerL	Raw value of analog trigger. Values range between 0 - 255.
•	<u>RawTriggerR</u>	Raw value of analog trigger. Values range between 0 - 255.
•	RawXL	Raw value of left joystick. Values range between 0 - 255.
•	RawXR	Raw value of right joystick. Values range between 0 - 255.
•	RawYL	Raw value of left joystick. Values range between 0 - 255.
•	RawYR	Raw value of right joystick. Values range between 0 - 255.
•	TriggerL	Normalized value of analog trigger. Values range between 0.0 - 1.0
•	<u>TriggerR</u>	Normalized value of analog trigger. Values range between 0.0 - 1.0
•	XL	Normalized value of left joystick. Values range between -0.5 - 0.5
•	XR	Normalized value of right joystick. Values range between -0.5 - 0.5
•	YL	Normalized value of left joystick. Values range between -0.5 - 0.5
٠	YR	Normalized value of right joystick. Values range between -0.5 - 0.5

ClassicControllerState Structure WiimoteLib Namespace

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□ C#□ Visual Basic
□ Visual C++
□ Include Protected Members
□ Include Inherited Members
WiimoteLib
ClassicControllerState Fields
ClassicControllerState Structure See Also Send Feedback

The <u>ClassicControllerState</u> type exposes the following members.

Fields

	Name	Description
•	ButtonState	Current button state
•	CalibrationInfo	Calibration data for Classic Controller extension
٠	RawTriggerL	Raw value of analog trigger. Values range between 0 - 255.
•	<u>RawTriggerR</u>	Raw value of analog trigger. Values range between 0 - 255.
•	RawXL	Raw value of left joystick. Values range between 0 - 255.
•	RawXR	Raw value of right joystick. Values range between 0 - 255.
•	RawYL	Raw value of left joystick. Values range between 0 - 255.
•	RawYR	Raw value of right joystick. Values range between 0 - 255.
•	TriggerL	Normalized value of analog trigger. Values range between 0.0 - 1.0
•	<u>TriggerR</u>	Normalized value of analog trigger. Values range between 0.0 - 1.0
•	XL	Normalized value of left joystick. Values range between -0.5 - 0.5
•	XR	Normalized value of right joystick. Values range between -0.5 - 0.5
•	YL	Normalized value of left joystick. Values range between -0.5 - 0.5
٠	YR	Normalized value of right joystick. Values range between -0.5 - 0.5

ClassicControllerState Structure WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerState..::.ButtonState Field

ClassicControllerState Structure See Also Send Feedback

Current button state

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

 $public \ \underline{ClassicControllerButtonState} \ ButtonState$

Visual Basic (Declaration)

Public ButtonState As ClassicControllerButtonState

Visual C++

public:

<u>ClassicControllerButtonState</u> ButtonState

<u>ClassicControllerState Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerState..::.CalibrationInfo Field

ClassicControllerState Structure See Also Send Feedback

Calibration data for Classic Controller extension

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

 $public \ \ \underline{ClassicControllerCalibrationInfo} \ \ CalibrationInfo$

Visual Basic (Declaration)

 ${\tt Public \ CalibrationInfo \ As \ \underline{ClassicControllerCalibrationInfo}}$

Visual C++

public:

<u>ClassicControllerCalibrationInfo</u> CalibrationInfo

<u>ClassicControllerState Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

 $Classic Controller State.....Raw Trigger L\ Field$

ClassicControllerState Structure See Also Send Feedback

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

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public byte RawTriggerL

Visual Basic (Declaration)

Public RawTriggerL As Byte

Visual C++

public:

unsigned char RawTriggerL

<u>ClassicControllerState Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerState..:..RawTriggerR Field

ClassicControllerState Structure See Also Send Feedback

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

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public byte RawTriggerR

Visual Basic (Declaration)

Public RawTriggerR As Byte

Visual C++

public:

unsigned char RawTriggerR

<u>ClassicControllerState Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerState..::.RawXL Field

ClassicControllerState Structure See Also Send Feedback

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

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public <u>byte</u> RawXL

Visual Basic (Declaration)

Public RawXL As Byte

Visual C++

public:

unsigned char RawXL

<u>ClassicControllerState Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

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)

Syntax

C#

public <u>byte</u> RawXR

Visual Basic (Declaration)

Public RawXR As Byte

Visual C++

public:

unsigned char RawXR

<u>ClassicControllerState Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerState..::.RawYL Field

ClassicControllerState Structure See Also Send Feedback

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

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public <u>byte</u> RawYL

Visual Basic (Declaration)

Public RawYL As Byte

Visual C++

public:

unsigned char RawYL

<u>ClassicControllerState Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerState..:.RawYR Field

ClassicControllerState Structure See Also Send Feedback

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

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public <u>byte</u> RawYR

Visual Basic (Declaration)

Public RawYR As Byte

Visual C++

public:

unsigned char RawYR

<u>ClassicControllerState Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

 $Classic Controller State..... Trigger L\ Field$

ClassicControllerState Structure See Also Send Feedback

Normalized value of analog trigger. Values range between 0.0 - 1.0

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public <u>float</u> TriggerL

Visual Basic (Declaration)

Public TriggerL As <u>Single</u>

Visual C++

public: float TriggerL

<u>ClassicControllerState Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerState..:.TriggerR Field

ClassicControllerState Structure See Also Send Feedback

Normalized value of analog trigger. Values range between 0.0 - 1.0

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

 $public \ \underline{float} \ TriggerR$

Visual Basic (Declaration)

Public TriggerR As <u>Single</u>

Visual C++

public: float TriggerR

<u>ClassicControllerState Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerState..::XL Field

ClassicControllerState Structure See Also Send Feedback

Normalized value of left joystick. Values range between -0.5 - 0.5

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public <u>float</u> XL

Visual Basic (Declaration)

Public XL As <u>Single</u>

Visual C++

public: float XL

<u>ClassicControllerState Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerState..:.XR Field

ClassicControllerState Structure See Also Send Feedback

Normalized value of right joystick. Values range between -0.5 - 0.5

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public $\underline{\text{float}}$ XR

Visual Basic (Declaration)

Public XR As <u>Single</u>

Visual C++

public: float XR

<u>ClassicControllerState Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerState..::.YL Field

ClassicControllerState Structure See Also Send Feedback

Normalized value of left joystick. Values range between -0.5 - 0.5

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public <u>float</u> YL

Visual Basic (Declaration)

Public YL As <u>Single</u>

Visual C++

public: float YL

<u>ClassicControllerState Structure</u> <u>WiimoteLib Namespace</u>

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ClassicControllerState..::YR Field

ClassicControllerState Structure See Also Send Feedback

Normalized value of right joystick. Values range between -0.5 - 0.5

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public <u>float</u> YR

Visual Basic (Declaration)

Public YR As <u>Single</u>

Visual C++

public: float YR

<u>ClassicControllerState Structure</u> <u>WiimoteLib Namespace</u>

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I

□ C#□ Visual Basic

□ Visual C++

WiimoteLib

ExtensionType Enumeration

See Also Send Feedback

The extension plugged into the Wiimote

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public enum ExtensionType

Visual Basic (Declaration)

Public Enumeration ExtensionType

Visual C++

public enum class ExtensionType

Members

Member name Description

None No extension

Nunchuk Nunchuk extension

ClassicController Classic Controller extension

WiimoteLib Namespace

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I

□ C#□ Visual Basic

□ Visual C++

WiimoteLib

IRMode Enumeration

See Also Send Feedback

The mode of data reported for the IR sensor

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public enum IRMode

Visual Basic (Declaration)

Public Enumeration IRMode

Visual C++

public enum class IRMode

Members

Member name Description

Off IR sensor off
Basic Basic mode
Extended Extended mode

Full mode (unsupported)

WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

IRState Structure

Members See Also Send Feedback

Current state of the IR camera

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public struct IRState

Visual Basic (Declaration)

Public Structure IRState

Visual C++

public value class IRState

IRState Members
WiimoteLib Namespace

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□ C#□ Visual Basic
□ Visual C++
□ Include Protected Members
□ Include Inherited Members
WiimoteLib
IRState Members
IRState Structure Methods Fields See Also Send Feedback

The **IRState** type exposes the following members.

Methods

	Name	Description
≓ ∳	<u>Equals</u>	Indicates whether this instance and a specified object are equal. (Inherited from ValueType.)
~	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
≡	<u>GetHashCode</u>	Returns the hash code for this instance. (Inherited from <u>ValueType</u> .)
≡	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
Ģ ₩	MemberwiseClone	Creates a shallow copy of the current <u>Object</u> . (Inherited from <u>Object</u> .)
≡	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

Fields

	Name	Description
•	Found1	IR sensor seen
•	Found2	IR sensor seen
•	Found3	IR sensor seen
•	Found4	IR sensor seen
ø	<u>MidX</u>	Normalized midpoint of IR sensors 1 and 2 only. Values range between 0.0 - 1.0
٠	<u>MidY</u>	Normalized midpoint of IR sensors 1 and 2 only. Values range between 0.0 - 1.0
•	<u>Mode</u>	Current mode of IR sensor data
٠	<u>RawMidX</u>	Raw midpoint of IR sensors 1 and 2 only. Values range between 0 - 1023, 0 - 767
٠	<u>RawMidY</u>	Raw midpoint of IR sensors 1 and 2 only. Values range between 0 - 1023, 0 - 767
٠	RawX1	Raw value of X-axis on individual sensor. Values range between 0 - 1023
•	RawX2	Raw value of X-axis on individual sensor. Values range between 0 - 1023
٠	RawX3	Raw value of X-axis on individual sensor. Values range between 0 - 1023
٠	RawX4	Raw value of X-axis on individual sensor. Values range between 0 - 1023
٠	RawY1	Raw value of Y-axis on individual sensor. Values range between 0 - 767
٠	RawY2	Raw value of Y-axis on individual sensor. Values range between 0 - 767
٠	RawY3	Raw value of Y-axis on individual sensor. Values range between 0 - 767
٠	RawY4	Raw value of Y-axis on individual sensor. Values range between 0 - 767
•	Size1	Size of IR Sensor. Values range from 0 - 15

•	<u>Size2</u>	Size of IR Sensor. Values range from 0 - 15
•	<u>Size3</u>	Size of IR Sensor. Values range from 0 - 15
•	Size4	Size of IR Sensor. Values range from 0 - 15
٠	<u>X1</u>	Normalized value of X-axis on individual sensor. Values range between 0.0 - 1.0
٠	<u>X2</u>	Normalized value of X-axis on individual sensor. Values range between 0.0 - 1.0
٠	<u>X3</u>	Normalized value of X-axis on individual sensor. Values range between 0.0 - 1.0
٠	<u>X4</u>	Normalized value of X-axis on individual sensor. Values range between 0.0 - 1.0
٠	<u>Y1</u>	Normalized value of Y-axis on individual sensor. Values range between 0.0 - 1.0
٠	<u>Y2</u>	Normalized value of Y-axis on individual sensor. Values range between 0.0 - 1.0
•	<u>Y3</u>	Normalized value of Y-axis on individual sensor. Values range between 0.0 - 1.0
٠	<u>Y4</u>	Normalized value of Y-axis on individual sensor. Values range between 0.0 - 1.0

IRState Structure
WiimoteLib Namespace

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☐ C#☐ Visual Basic
☐ Visual C++
☐ Include Protected Members
☐ Include Inherited Members
WiimoteLib
IRState Fields
IRState Structure See Also Send Feedback

The **IRState** type exposes the following members.

Fields

	Name	Description
•	Found1	IR sensor seen
•	Found2	IR sensor seen
•	Found3	IR sensor seen
•	Found4	IR sensor seen
ø	<u>MidX</u>	Normalized midpoint of IR sensors 1 and 2 only. Values range between 0.0 - 1.0
٠	<u>MidY</u>	Normalized midpoint of IR sensors 1 and 2 only. Values range between 0.0 - 1.0
•	<u>Mode</u>	Current mode of IR sensor data
٠	<u>RawMidX</u>	Raw midpoint of IR sensors 1 and 2 only. Values range between 0 - 1023, 0 - 767
٠	<u>RawMidY</u>	Raw midpoint of IR sensors 1 and 2 only. Values range between 0 - 1023, 0 - 767
٠	RawX1	Raw value of X-axis on individual sensor. Values range between 0 - 1023
•	RawX2	Raw value of X-axis on individual sensor. Values range between 0 - 1023
٠	RawX3	Raw value of X-axis on individual sensor. Values range between 0 - 1023
٠	RawX4	Raw value of X-axis on individual sensor. Values range between 0 - 1023
٠	RawY1	Raw value of Y-axis on individual sensor. Values range between 0 - 767
٠	RawY2	Raw value of Y-axis on individual sensor. Values range between 0 - 767
٠	RawY3	Raw value of Y-axis on individual sensor. Values range between 0 - 767
٠	RawY4	Raw value of Y-axis on individual sensor. Values range between 0 - 767
•	Size1	Size of IR Sensor. Values range from 0 - 15

•	<u>Size2</u>	Size of IR Sensor. Values range from 0 - 15
•	<u>Size3</u>	Size of IR Sensor. Values range from 0 - 15
•	Size4	Size of IR Sensor. Values range from 0 - 15
٠	<u>X1</u>	Normalized value of X-axis on individual sensor. Values range between 0.0 - 1.0
٠	<u>X2</u>	Normalized value of X-axis on individual sensor. Values range between 0.0 - 1.0
٠	<u>X3</u>	Normalized value of X-axis on individual sensor. Values range between 0.0 - 1.0
٠	<u>X4</u>	Normalized value of X-axis on individual sensor. Values range between 0.0 - 1.0
٠	<u>Y1</u>	Normalized value of Y-axis on individual sensor. Values range between 0.0 - 1.0
٠	<u>Y2</u>	Normalized value of Y-axis on individual sensor. Values range between 0.0 - 1.0
•	<u>Y3</u>	Normalized value of Y-axis on individual sensor. Values range between 0.0 - 1.0
٠	<u>Y4</u>	Normalized value of Y-axis on individual sensor. Values range between 0.0 - 1.0

IRState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

IRState..::.Found1 Field

IRState Structure See Also Send Feedback

IR sensor seen

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public bool Found1

Visual Basic (Declaration)

Public Found1 As <u>Boolean</u>

Visual C++

public: bool Found1

IRState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

IRState..::.Found2 Field

IRState Structure See Also Send Feedback

IR sensor seen

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public bool Found2

Visual Basic (Declaration)

Public Found2 As <u>Boolean</u>

Visual C++

public: bool Found2

IRState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

IRState..::.Found3 Field

IRState Structure See Also Send Feedback

IR sensor seen

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public bool Found3

Visual Basic (Declaration)

Public Found3 As <u>Boolean</u>

Visual C++

public: bool Found3

IRState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

IRState..:.Found4 Field

IRState Structure See Also Send Feedback

IR sensor seen

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public bool Found4

Visual Basic (Declaration)

Public Found4 As <u>Boolean</u>

Visual C++

public: bool Found4

IRState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

IRState..:.MidX Field

IRState Structure See Also Send Feedback

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

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

 $public \ \underline{\textbf{float}} \ \textbf{MidX}$

Visual Basic (Declaration)

Public MidX As <u>Single</u>

Visual C++

public: float MidX

IRState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

IRState..:.MidY Field

IRState Structure See Also Send Feedback

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

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public float MidY

Visual Basic (Declaration)

Public MidY As <u>Single</u>

Visual C++

public: float MidY

IRState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

IRState..:.Mode Field

IRState Structure See Also Send Feedback

Current mode of IR sensor data

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public <u>IRMode</u> Mode

Visual Basic (Declaration)

Public Mode As IRMode

Visual C++

public:

<u>IRMode</u> Mode

IRState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

IRState..:.RawMidX Field

IRState Structure See Also Send Feedback

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

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

 $public \ \underline{int} \ RawMidX$

Visual Basic (Declaration)

Public RawMidX As <u>Integer</u>

Visual C++

public: int RawMidX

IRState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

IRState..:.RawMidY Field

IRState Structure See Also Send Feedback

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

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public $\underline{\text{int}}$ RawMidY

Visual Basic (Declaration)

Public RawMidY As <u>Integer</u>

Visual C++

public: int RawMidY

IRState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

IRState..:.RawX1 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)

Syntax

C#

public <u>int</u> RawX1

Visual Basic (Declaration)

Public RawX1 As <u>Integer</u>

Visual C++

public: int RawX1

IRState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

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)

Syntax

C#

public <u>int</u> RawX2

Visual Basic (Declaration)

Public RawX2 As <u>Integer</u>

Visual C++

public: int RawX2

IRState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

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)

Syntax

C#

public <u>int</u> RawX3

Visual Basic (Declaration)

Public RawX3 As <u>Integer</u>

Visual C++

public: int RawX3

IRState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

IRState..:.RawX4 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)

Syntax

C#

public <u>int</u> RawX4

Visual Basic (Declaration)

Public RawX4 As <u>Integer</u>

Visual C++

public: int RawX4

IRState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

IRState..:.RawY1 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)

\blacksquare Syntax

C#

public <u>int</u> RawY1

Visual Basic (Declaration)

Public RawY1 As <u>Integer</u>

Visual C++

public: int RawY1

IRState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

IRState..:.RawY2 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)

Syntax

C#

public <u>int</u> RawY2

Visual Basic (Declaration)

Public RawY2 As <u>Integer</u>

Visual C++

public: int RawY2

IRState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

IRState..:.RawY3 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)

\blacksquare Syntax

C#

public <u>int</u> RawY3

Visual Basic (Declaration)

Public RawY3 As <u>Integer</u>

Visual C++

public: int RawY3

IRState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

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)

\blacksquare Syntax

C#

public <u>int</u> RawY4

Visual Basic (Declaration)

Public RawY4 As <u>Integer</u>

Visual C++

public: int RawY4

IRState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

IRState..::.Size1 Field

IRState Structure See Also Send Feedback

Size of IR Sensor. Values range from 0 - 15

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public <u>int</u> Size1

Visual Basic (Declaration)

Public Size1 As <u>Integer</u>

Visual C++

public: int Size1

IRState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

IRState..:.Size2 Field

IRState Structure See Also Send Feedback

Size of IR Sensor. Values range from 0 - 15

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public <u>int</u> Size2

Visual Basic (Declaration)

Public Size2 As <u>Integer</u>

Visual C++

public: int Size2

IRState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

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)

Syntax

C#

public <u>int</u> Size3

Visual Basic (Declaration)

Public Size3 As <u>Integer</u>

Visual C++

public: int Size3

IRState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

IRState..::.Size4 Field

IRState Structure See Also Send Feedback

Size of IR Sensor. Values range from 0 - 15

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public <u>int</u> Size4

Visual Basic (Declaration)

Public Size4 As <u>Integer</u>

Visual C++

public: int Size4

IRState Structure
WiimoteLib Namespace

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D

□ C#□ Visual Basic

□ Visual C++

WiimoteLib

IRState..::X1 Field

IRState Structure See Also Send Feedback

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

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public <u>float</u> X1

Visual Basic (Declaration)

Public X1 As <u>Single</u>

Visual C++

public: float X1

IRState Structure
WiimoteLib Namespace

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D

□ C#□ Visual Basic

□ Visual C++

WiimoteLib

IRState..::X2 Field

IRState Structure See Also Send Feedback

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

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public <u>float</u> X2

Visual Basic (Declaration)

Public X2 As <u>Single</u>

Visual C++

public: float X2

IRState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

IRState..::X3 Field

IRState Structure See Also Send Feedback

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

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public <u>float</u> X3

Visual Basic (Declaration)

Public X3 As <u>Single</u>

Visual C++

public: float X3

IRState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

IRState..:.X4 Field

IRState Structure See Also Send Feedback

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

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public <u>float</u> X4

Visual Basic (Declaration)

Public X4 As <u>Single</u>

Visual C++

public: float X4

IRState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

IRState..::Y1 Field

IRState Structure See Also Send Feedback

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

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public <u>float</u> Y1

Visual Basic (Declaration)

Public Y1 As <u>Single</u>

Visual C++

public: float Y1

IRState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

IRState..::Y2 Field

IRState Structure See Also Send Feedback

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

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public <u>float</u> Y2

Visual Basic (Declaration)

Public Y2 As <u>Single</u>

Visual C++

public: float Y2

IRState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

IRState..:.Y3 Field

IRState Structure See Also Send Feedback

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

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public <u>float</u> Y3

Visual Basic (Declaration)

Public Y3 As <u>Single</u>

Visual C++

public: float Y3

IRState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

IRState..::.Y4 Field

IRState Structure See Also Send Feedback

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

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public <u>float</u> Y4

Visual Basic (Declaration)

Public Y4 As <u>Single</u>

Visual C++

public: float Y4

IRState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

LEDState Structure

Members See Also Send Feedback

Current state of LEDs

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public struct LEDState

Visual Basic (Declaration)

Public Structure LEDState

Visual C++

public value class LEDState

LEDState Members
WiimoteLib Namespace

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

LEDState Structure Methods Fields See Also Send Feedback

The **LEDState** type exposes the following members.

Methods

	Name	Description
≓ ∳	<u>Equals</u>	Indicates whether this instance and a specified object are equal. (Inherited from ValueType.)
~	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
≡	<u>GetHashCode</u>	Returns the hash code for this instance. (Inherited from <u>ValueType</u> .)
≡	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
Ģ ₩	MemberwiseClone	Creates a shallow copy of the current <u>Object</u> . (Inherited from <u>Object</u> .)
≡	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

Fields

Name Description

- <u>LED1</u> LED on the Wiimote
- <u>LED2</u> LED on the Wiimote
- LED3 LED on the Wiimote
- LED4 LED on the Wiimote

LEDState Structure
WiimoteLib Namespace

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☐ C#☐ Visual Basic
☐ Visual C++
☐ Include Protected Members
☐ Include Inherited Members
WiimoteLib
LEDState Fields

LEDState Structure See Also Send Feedback

The **LEDState** type exposes the following members.

Fields

Name Description

- <u>LED1</u> LED on the Wiimote
- <u>LED2</u> LED on the Wiimote
- LED3 LED on the Wiimote
- LED4 LED on the Wiimote

LEDState Structure
WiimoteLib Namespace

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Send comments on this topic to wiimote@brianpeek.com

□ C#□ Visual Basic

□ Visual C++

WiimoteLib

LEDState..:.LED1 Field

LEDState Structure See Also Send Feedback

LED on the Wiimote

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public <u>bool</u> LED1

Visual Basic (Declaration)

Public LED1 As <u>Boolean</u>

Visual C++

public: bool LED1

LEDState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

LEDState..:.LED2 Field

LEDState Structure See Also Send Feedback

LED on the Wiimote

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public <u>bool</u> LED2

Visual Basic (Declaration)

Public LED2 As <u>Boolean</u>

Visual C++

public: bool LED2

LEDState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

LEDState..:.LED3 Field

LEDState Structure See Also Send Feedback

LED on the Wiimote

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public <u>bool</u> LED3

Visual Basic (Declaration)

Public LED3 As <u>Boolean</u>

Visual C++

public: bool LED3

LEDState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

LEDState..:.LED4 Field

LEDState Structure See Also Send Feedback

LED on the Wiimote

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public <u>bool</u> LED4

Visual Basic (Declaration)

Public LED4 As <u>Boolean</u>

Visual C++

public: bool LED4

LEDState Structure
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

NunchukCalibrationInfo Structure

Members See Also Send Feedback

Calibration information stored on the Nunchuk

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public struct NunchukCalibrationInfo

Visual Basic (Declaration)

Public Structure NunchukCalibrationInfo

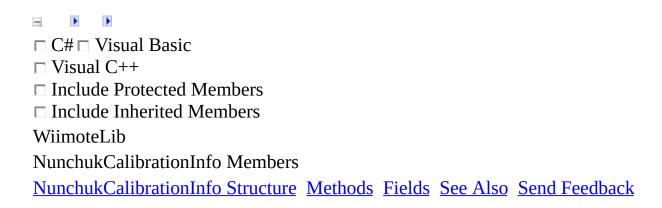
Visual C++

public value class NunchukCalibrationInfo

NunchukCalibrationInfo Members WiimoteLib Namespace

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Send comments on this topic to wiimote@brianpeek.com



The NunchukCalibrationInfo type exposes the following members.

Methods

	Name	Description
≓ ∳	<u>Equals</u>	Indicates whether this instance and a specified object are equal. (Inherited from ValueType.)
~	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
≡	<u>GetHashCode</u>	Returns the hash code for this instance. (Inherited from <u>ValueType</u> .)
≡	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
Ģ ₩	MemberwiseClone	Creates a shallow copy of the current <u>Object</u> . (Inherited from <u>Object</u> .)
≡	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

Fields

	Name	Description
٠	<u>AccelCalibration</u>	on Accelerometer calibration data
٠	<u>MaxX</u>	Joystick X-axis calibration
٠	<u>MaxY</u>	Joystick Y-axis calibration
٠	<u>MidX</u>	Joystick X-axis calibration
٠	<u>MidY</u>	Joystick Y-axis calibration
٠	<u>MinX</u>	Joystick X-axis calibration
•	<u>MinY</u>	Joystick Y-axis calibration

NunchukCalibrationInfo Structure WiimoteLib Namespace

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□ C#□ Visual Basic
□ Visual C++
□ Include Protected Members
□ Include Inherited Members
WiimoteLib
NunchukCalibrationInfo Fields
NunchukCalibrationInfo Structure See Also Send Feedback

The NunchukCalibrationInfo type exposes the following members.

Fields

	Name	Description
٠	<u>AccelCalibration</u>	on Accelerometer calibration data
٠	<u>MaxX</u>	Joystick X-axis calibration
٠	<u>MaxY</u>	Joystick Y-axis calibration
٠	<u>MidX</u>	Joystick X-axis calibration
٠	<u>MidY</u>	Joystick Y-axis calibration
٠	<u>MinX</u>	Joystick X-axis calibration
•	<u>MinY</u>	Joystick Y-axis calibration

NunchukCalibrationInfo Structure WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

NunchukCalibrationInfo..::.AccelCalibration Field

NunchukCalibrationInfo Structure See Also Send Feedback

Accelerometer calibration data

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

 $public \ \underline{AccelCalibrationInfo} \ AccelCalibration$

Visual Basic (Declaration)

Public AccelCalibration As AccelCalibrationInfo

Visual C++

public:

<u>AccelCalibrationInfo</u> AccelCalibration

NunchukCalibrationInfo Structure WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

NunchukCalibrationInfo..::.MaxX Field

NunchukCalibrationInfo Structure See Also Send Feedback

Joystick X-axis calibration

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public <u>byte</u> MaxX

Visual Basic (Declaration)

Public MaxX As Byte

Visual C++

public:

unsigned char MaxX

NunchukCalibrationInfo Structure WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

NunchukCalibrationInfo..::.MaxY Field

NunchukCalibrationInfo Structure See Also Send Feedback

Joystick Y-axis calibration

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public <u>byte</u> MaxY

Visual Basic (Declaration)

Public MaxY As Byte

Visual C++

public:

unsigned char MaxY

NunchukCalibrationInfo Structure WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

NunchukCalibrationInfo..::.MidX Field

NunchukCalibrationInfo Structure See Also Send Feedback

Joystick X-axis calibration

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public byte MidX

Visual Basic (Declaration)

Public MidX As Byte

Visual C++

public:

unsigned char MidX

NunchukCalibrationInfo Structure WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

NunchukCalibrationInfo..::.MidY Field

NunchukCalibrationInfo Structure See Also Send Feedback

Joystick Y-axis calibration

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public byte MidY

Visual Basic (Declaration)

Public MidY As Byte

Visual C++

public:

unsigned char MidY

NunchukCalibrationInfo Structure WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

NunchukCalibrationInfo..::.MinX Field

NunchukCalibrationInfo Structure See Also Send Feedback

Joystick X-axis calibration

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public <u>byte</u> MinX

Visual Basic (Declaration)

Public MinX As Byte

Visual C++

public:

unsigned char MinX

NunchukCalibrationInfo Structure WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

NunchukCalibrationInfo..::.MinY Field

NunchukCalibrationInfo Structure See Also Send Feedback

Joystick Y-axis calibration

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public <u>byte</u> MinY

Visual Basic (Declaration)

Public MinY As Byte

Visual C++

public:

unsigned char MinY

NunchukCalibrationInfo Structure WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

NunchukState Structure

Members See Also Send Feedback

Current state of the Nunchuk extension

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public struct NunchukState

Visual Basic (Declaration)

Public Structure NunchukState

Visual C++

public value class NunchukState

NunchukState Members WiimoteLib Namespace

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Send comments on this topic to wiimote@brianpeek.com



The NunchukState type exposes the following members.

Methods

	Name	Description
≓ ∳	<u>Equals</u>	Indicates whether this instance and a specified object are equal. (Inherited from ValueType.)
~	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
≡	<u>GetHashCode</u>	Returns the hash code for this instance. (Inherited from <u>ValueType</u> .)
≡	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
Ģ ₩	MemberwiseClone	Creates a shallow copy of the current <u>Object</u> . (Inherited from <u>Object</u> .)
≡	ToString	Returns the fully qualified type name of this instance. (Inherited from ValueType .)

Fields

	Name	Description
•	<u>AccelState</u>	State of accelerometers
•	<u>C</u>	Digital button on Nunchuk extension
•	<u>CalibrationInfo</u>	Calibration data for Nunchuk extension
•	RawX	Raw joystick position before normalization. Values range between 0 and 255.
•	RawY	Raw joystick position before normalization. Values range between 0 and 255.
•	X	Normalized joystick position. Values range between -0.5 and 0.5 $$
•	Y	Normalized joystick position. Values range between -0.5 and 0.5 $$
•	<u>Z</u>	Digital button on Nunchuk extension

NunchukState Structure WiimoteLib Namespace

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□ C#□ Visual Basic
□ Visual C++
□ Include Protected Members
□ Include Inherited Members
WiimoteLib
NunchukState Fields
NunchukState Structure See Also Send Feedback

The NunchukState type exposes the following members.

Fields

	Name	Description
•	<u>AccelState</u>	State of accelerometers
•	<u>C</u>	Digital button on Nunchuk extension
•	<u>CalibrationInfo</u>	Calibration data for Nunchuk extension
•	RawX	Raw joystick position before normalization. Values range between 0 and 255.
•	RawY	Raw joystick position before normalization. Values range between 0 and 255.
•	X	Normalized joystick position. Values range between -0.5 and 0.5 $$
•	Y	Normalized joystick position. Values range between -0.5 and 0.5 $$
•	<u>Z</u>	Digital button on Nunchuk extension

NunchukState Structure WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

NunchukState..:.AccelState Field

NunchukState Structure See Also Send Feedback

State of accelerometers

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

 ${\tt public} \ \ \underline{{\tt AccelState}} \ \ {\tt AccelState}$

Visual Basic (Declaration)

Public AccelState As <u>AccelState</u>

Visual C++

public:

AccelState AccelState

NunchukState Structure WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

NunchukState..::.C Field

NunchukState Structure See Also Send Feedback

Digital button on Nunchuk extension

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public <u>bool</u> C

Visual Basic (Declaration)

Public C As <u>Boolean</u>

Visual C++

public: bool C

NunchukState Structure WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

NunchukState..::.CalibrationInfo Field

NunchukState Structure See Also Send Feedback

Calibration data for Nunchuk extension

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

 $public \ \underline{NunchukCalibrationInfo} \ CalibrationInfo$

Visual Basic (Declaration)

Public CalibrationInfo As NunchukCalibrationInfo

Visual C++

public:

NunchukCalibrationInfo CalibrationInfo

NunchukState Structure WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

NunchukState..::.RawX Field

NunchukState Structure See Also Send Feedback

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

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public <u>byte</u> RawX

Visual Basic (Declaration)

Public RawX As Byte

Visual C++

public:

unsigned char RawX

NunchukState Structure WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

NunchukState..:.RawY Field

NunchukState Structure See Also Send Feedback

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

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

public <u>byte</u> RawY

Visual Basic (Declaration)

Public RawY As Byte

Visual C++

public:

unsigned char RawY

NunchukState Structure WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

NunchukState..::X Field

NunchukState Structure See Also Send Feedback

Normalized joystick position. Values range between -0.5 and 0.5

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public <u>float</u> X

Visual Basic (Declaration)

Public X As <u>Single</u>

Visual C++

public: float X

NunchukState Structure WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

NunchukState..::Y Field

NunchukState Structure See Also Send Feedback

Normalized joystick position. Values range between -0.5 and 0.5

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

```
C#
```

```
public <u>float</u> Y
```

Visual Basic (Declaration)

Public Y As <u>Single</u>

Visual C++

public: float Y

NunchukState Structure WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

NunchukState..:.Z Field

NunchukState Structure See Also Send Feedback

Digital button on Nunchuk extension

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public <u>bool</u> Z

Visual Basic (Declaration)

Public Z As <u>Boolean</u>

Visual C++

public: bool Z

NunchukState Structure WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

Wiimote Class

Members See Also Send Feedback

Implementation of Wiimote

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public class Wiimote : IDisposable

Visual Basic (Declaration)

Public Class Wiimote _ Implements IDisposable

Visual C++

public ref class Wiimote : IDisposable

Inheritance Hierarchy

System..::.Object
WiimoteLib..::.Wiimote

Wiimote Members
WiimoteLib Namespace

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The Wiimote type exposes the following members.

Constructors

Name Description

Wiimote Default constructor

\blacksquare Methods

		Name	Description
-	≡	Connect	Connect to a Wiimote paired to the PC via Bluetooth
-	≡	Disconnect	Disconnect from the controller and stop reading data from it
-	≡	<u>Dispose</u>	Overloaded.
-	=	<u>Equals</u>	Determines whether the specified <u>Object</u> is equal to the current <u>Object</u> . (Inherited from <u>Object</u> .)
(-	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
-	≅ ∳	<u>GetHashCode</u>	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.)
7	= 	<u>GetStatus</u>	Retrieve the current status of the Wiimote and extensions. Replaces GetBatteryLevel() since it was poorly named.
-	≡	<u>GetType</u>	Gets the Type of the current instance. (Inherited from Object.)
(ģ.	MemberwiseClone	Creates a shallow copy of the current <u>Object</u> . (Inherited from <u>Object</u> .)
-	≡	<u>ReadData</u>	Read data or register from Wilmote
	≡	<u>SetLEDs</u>	Overloaded.
	≡	<u>SetReportType</u>	Set Wiimote reporting mode
-	≡	<u>SetRumble</u>	Toggle rumble
-	≡	<u>ToString</u>	Returns a <u>String</u> that represents the current <u>Object</u> . (Inherited from <u>Object</u> .)
-	≡	<u>WriteData</u>	Overloaded.

Properties

Name	Description
	Obsolete.
<u>AltWriteMethod</u>	Force the PC to write to the Wiimote in an alternate
	way. This should no longer be used.
<u>WiimoteState</u>	Current Wiimote state

Events

Name	Description
WiimoteChanged	Event raised when Wiimote state is changed
WiimoteExtensionChanged	Event raised when an extension is inserted or removed

Wiimote Class
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

Wiimote Constructor

Wiimote Class See Also Send Feedback

Default constructor

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public Wiimote()

Visual Basic (Declaration)

Public Sub New

Visual C++

public: Wiimote()

Wiimote Class
WiimoteLib Namespace

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☐ C#☐ Visual Basic
☐ Visual C++
☐ Include Protected Members
☐ Include Inherited Members
WiimoteLib
Wiimote Methods
Wiimote Class See Also Send Feedback

The Wiimote type exposes the following members.

\blacksquare Methods

		Name	Description
-	≡	Connect	Connect to a Wiimote paired to the PC via Bluetooth
-	≡	Disconnect	Disconnect from the controller and stop reading data from it
-	≡	<u>Dispose</u>	Overloaded.
-	=	<u>Equals</u>	Determines whether the specified <u>Object</u> is equal to the current <u>Object</u> . (Inherited from <u>Object</u> .)
(-	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
-	≅ ∳	<u>GetHashCode</u>	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.)
7	= 	<u>GetStatus</u>	Retrieve the current status of the Wiimote and extensions. Replaces GetBatteryLevel() since it was poorly named.
-	≡	<u>GetType</u>	Gets the Type of the current instance. (Inherited from Object.)
(ģ.	MemberwiseClone	Creates a shallow copy of the current <u>Object</u> . (Inherited from <u>Object</u> .)
-	≡	<u>ReadData</u>	Read data or register from Wilmote
	≡	<u>SetLEDs</u>	Overloaded.
	≡	<u>SetReportType</u>	Set Wiimote reporting mode
-	≡	<u>SetRumble</u>	Toggle rumble
-	≡	<u>ToString</u>	Returns a <u>String</u> that represents the current <u>Object</u> . (Inherited from <u>Object</u> .)
-	≡	<u>WriteData</u>	Overloaded.

Wiimote Class
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

Wiimote..::.Connect Method

Wiimote Class See Also Send Feedback

Connect to a Wiimote paired to the PC via Bluetooth

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public void Connect()

Visual Basic (Declaration)

Public Sub Connect

Visual C++

public: void Connect()

Wiimote Class
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

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)

\blacksquare Syntax

C#

public void Disconnect()

Visual Basic (Declaration)

Public Sub Disconnect

Visual C++

public: void Disconnect()

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

Description Name

- Dispose()()() Dispose Wiimote Dispose(Boolean) Dispose wiimote

Wiimote Class
Wiimote Members
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

Wiimote..::.Dispose Method

Wiimote Class See Also Send Feedback

Dispose Wiimote

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public void Dispose()

Visual Basic (Declaration)

Public Sub Dispose

Visual C++

public: virtual void Dispose() sealed

Implements

IDisposable..:.Dispose()()()

Wiimote Class
Dispose Overload
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

Wiimote..::.Dispose Method (Boolean)

<u>Wiimote Class See Also Send Feedback</u>

Dispose wiimote

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

```
C#
protected virtual void Dispose(
         bool disposing
)
        Visual Basic (Declaration)
Protected Overridable Sub Dispose ( _
         disposing As <u>Boolean</u> _
)
       Visual C++
protected:
virtual void Dispose(
         bool disposing
)
Parameters
disposing
    Type: <a href="System..:.Boolean">System..:.Boolean</a>
    Disposing?
```

Wiimote Class
Dispose Overload
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

Wiimote..::.GetStatus Method

Wiimote Class See Also Send Feedback

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

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public void GetStatus()

Visual Basic (Declaration)

Public Sub GetStatus

Visual C++

public: void GetStatus()

Wiimote Class
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

Wiimote..::.ReadData Method

Wiimote Class See Also Send Feedback

Read data or register from Wilmote

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

```
C#
public byte[] ReadData(
          <u>int</u> address,
          short size
)
    Visual Basic (Declaration)
Public Function ReadData ( _
          address As <u>Integer</u>, _
          size As <u>Short</u> _
) As <a href="mailto:Byte">Byte</a>()
              Visual C++
public:
array<<u>unsigned char</u>>^ ReadData(
          <u>int</u> address,
          short size
)
Parameters
```

```
address
    Type: System..:.Int32
    Address to read
size
    Type: System..:.Int16
    Length to read
```

Return Value

Data buffer

Wiimote Class
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

□ Include Protected Members

□ Include Inherited Members

WiimoteLib

Wiimote..::.SetLEDs Method

Wiimote Class See Also Send Feedback

Overload List

Name SetLEDs(Int32) SetLEDs(Boolean, Boolean, Boolean, Boolean, Boolean) Set the LEDs on the Wiimote Set the LEDs on the Wiimote

Wiimote Class
Wiimote Members
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

Wiimote..:.SetLEDs Method (Int32)

Wiimote Class See Also Send Feedback

Set the LEDs on the Wiimote

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

```
C#
public void SetLEDs(
          <u>int</u> leds
Visual Basic (Declaration)
Public Sub SetLEDs ( _
         leds As <u>Integer</u> _
)
   Visual C++
public:
void SetLEDs(
         <u>int</u> leds
)
Parameters
leds
     Type: <u>System..:.Int32</u>
     The value to be lit up in base2 on the Wiimote
```

Wiimote Class
SetLEDs Overload
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

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)

```
C#
public void SetLEDs(
           bool led1,
           bool led2,
           bool led3,
           bool led4
)
  Visual Basic (Declaration)
Public Sub SetLEDs ( _
           led1 As <u>Boolean</u>, _
           led2 As <u>Boolean</u>, _
           led3 As <u>Boolean</u>, _
           led4 As <u>Boolean</u> _
)
      Visual C++
public:
void SetLEDs(
           bool led1,
           bool led2,
           bool led3,
           bool led4
)
Parameters
led1
     Type: <a href="System.::.Boolean">System.::.Boolean</a>
     LED 1
led2
     Type: <a href="System..:.Boolean">System..:.Boolean</a>
     LED 2
```

led3

Type: <u>System..:.Boolean</u> LED 3

led4

Type: <u>System..:.Boolean</u> LED 4

Wiimote Class
SetLEDs Overload
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

Wiimote..::.SetReportType Method

Wiimote Class See Also Send Feedback

Set Wiimote reporting mode

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

C#

```
public void SetReportType(
       Wiimote..::.InputReport type,
        bool continuous
)
         Visual Basic (Declaration)
continuous As <u>Boolean</u> _
)
             Visual C++
public:
void SetReportType(
       Wiimote..::.InputReport type,
        bool continuous
)
Parameters
type
   Type: WiimoteLib..:.Wiimote..:.InputReport
   Report type
continuous
   Type: System..:.Boolean
   Continuous data
```

Wiimote Class
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

Wiimote..:.SetRumble Method

Wiimote Class See Also Send Feedback

Toggle rumble

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

```
C#
public void SetRumble(
          bool on
Visual Basic (Declaration)
Public Sub SetRumble ( _
        on As <u>Boolean</u> _
)
   Visual C++
public:
void SetRumble(
          bool on
)
Parameters
on
     Type: <a href="System..:.Boolean">System..:.Boolean</a>
     On or off
```

Wiimote Class
WiimoteLib Namespace

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

WiimoteLib

Wiimote..::.WriteData Method

Wiimote Class See Also Send Feedback

Overload List

Name Description

WriteData(Int32, Byte) Write a single byte to the Wiimote

WriteData(Int32, Byte, array<Byte> Write a byte array to a specified address

Wiimote Class
Wiimote Members
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

Wiimote..::.WriteData Method (Int32, Byte)
Wiimote Class See Also Send Feedback

Write a single byte to the Wiimote

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

```
C#
public void WriteData(
          <u>int</u> address,
          byte data
)
   Visual Basic (Declaration)
Public Sub WriteData ( _
          address As <u>Integer</u>, _
          data As <u>Byte</u> _
)
          Visual C++
public:
void WriteData(
          <u>int</u> address,
          unsigned char data
)
Parameters
address
     Type: <u>System..:.Int32</u>
     Address to write
data
     Type: <u>System..:.Byte</u>
     Byte to write
```

Wiimote Class
WriteData Overload
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

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

Wiimote Class See Also Send Feedback

Write a byte array to a specified address

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

```
C#
public void WriteData(
          <u>int</u> address,
          byte size,
          byte[] buff
)
    Visual Basic (Declaration)
Public Sub WriteData ( _
          address As <u>Integer</u>, _
          size As <u>Byte</u>, _
          buff As Byte() _
)
                Visual C++
public:
void WriteData(
          <u>int</u> address,
          unsigned char size,
          array<<u>unsigned char</u>>^ buff
)
Parameters
address
     Type: <u>System..:.Int32</u>
     Address to write
size
     Type: <u>System..:.Byte</u>
     Length of buffer
buff
     Type: array< <a href="System..:.Byte">System..:.Byte</a> >[]()[]
```

Data buffer

Wiimote Class
WriteData Overload
WiimoteLib Namespace

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☐ C#☐ Visual Basic
☐ Visual C++
☐ Include Protected Members
☐ Include Inherited Members
WiimoteLib
Wiimote Properties
Wiimote Class See Also Send Feedback

The Wiimote type exposes the following members.

Properties

Name	Description
	Obsolete.
<u>AltWriteMethod</u>	Force the PC to write to the Wiimote in an alternate
	way. This should no longer be used.
<u>WiimoteState</u>	Current Wiimote state

Wiimote Class
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

Wiimote..:.AltWriteMethod Property

Wiimote Class See Also Send Feedback

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

```
[ObsoleteAttribute("The Connect method will determine the proper wri
public bool AltWriteMethod { get; set; }
```

Visual Ba

<<u>ObsoleteAttribute("The Connect method will determine the proper wri Public Property AltWriteMethod As Boolean</u>

Vis

```
[ObsoleteAttribute(L"The Connect method will determine the proper wi
public:
property bool AltWriteMethod {
        bool get ();
        void set (bool value);
}
```

Wiimote Class
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

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

Wiimote Class
WiimoteLib Namespace

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☐ C#☐ Visual Basic
☐ Visual C++
☐ Include Protected Members
☐ Include Inherited Members
WiimoteLib
Wiimote Events
Wiimote Class See Also Send Feedback

The Wiimote type exposes the following members.

Events

Name	Description
WiimoteChanged	Event raised when Wiimote state is changed
WiimoteExtensionChanged	Event raised when an extension is inserted or removed

Wiimote Class
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

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 <u>WiimoteChangedEventHandler</u>

Visual C++

```
public:
    event <u>WiimoteChangedEventHandler</u>^ WiimoteChanged {
        void add (<u>WiimoteChangedEventHandler</u>^ value);
        void remove (<u>WiimoteChangedEventHandler</u>^ value);
}
```

Wiimote Class
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

 $Wiimote.....Wiimote Extension Changed\ Event$

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#

 $public\ event\ \underline{\textit{WiimoteExtensionChangedEventHandler}}\ \ \textbf{WiimoteExtensionChangedEventHandler}\ \ \textbf{WiimoteExtensionChangedEventHandler}$

Visual Basic (Declaration)

Public Event WiimoteExtensionChanged As <u>WiimoteExtensionChangedEvent</u>

Visual C++

Wiimote Class
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

Wiimote..:.InputReport Enumeration

Wiimote Class See Also Send Feedback

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)

\blacksquare Syntax

C#

public enum InputReport

Visual Basic (Declaration)

Public Enumeration InputReport

Visual C++

public enum class InputReport

Members

Description Member name

Status Status report

ReadData Read data from memory location

Buttons Button data only

Button and accelerometer data ButtonsAccel

IR sensor and accelerometer data **IRAccel**

ButtonsExtension Button and extension controller data

ExtensionAccel Extension and accelerometer data

IRExtensionAccel IR sensor, extension controller and accelerometer

data

WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

WiimoteChangedEventArgs Class

Members See Also Send Feedback

Argument sent through the WiimoteChangedEvent

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 <u>EventArgs</u>

Visual C++

public ref class WiimoteChangedEventArgs : public EventArgs

Inheritance Hierarchy

System..:.Object

System..:.EventArgs
WiimoteLib..::.WiimoteChangedEventArgs

WiimoteChangedEventArgs Members WiimoteLib Namespace

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The WiimoteChangedEventArgs type exposes the following members.

Constructors

Name Description

WiimoteChangedEventArgs Constructor

Methods

	Name	Description
=	<u>Equals</u>	Determines whether the specified <u>Object</u> is equal to the current <u>Object</u> . (Inherited from <u>Object</u> .)
, O	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
≘	<u>GetHashCode</u>	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.)
=0	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
j •	MemberwiseClone	Creates a shallow copy of the current <u>Object</u> . (Inherited from <u>Object</u> .)
≡	ToString	Returns a <u>String</u> that represents the current <u>Object</u> . (Inherited from <u>Object</u> .)

Fields

Name

Description

WiimoteState The current state of the Wiimote and extension controllers

WiimoteChangedEventArgs Class WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

 $Wiimote Changed Event Args\ Constructor$

WiimoteChangedEventArgs Class See Also Send Feedback

Constructor

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Version: 1.2.1.0 (1.2.1.0)

Syntax

Parameters

WS

 $Type: \underline{WiimoteLib...:.WiimoteState}$

Wiimote state

WiimoteChangedEventArgs Class WiimoteLib Namespace

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The WiimoteChangedEventArgs type exposes the following members.

Fields

Name

Description

WiimoteState The current state of the Wiimote and extension controllers

WiimoteChangedEventArgs Class WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

WiimoteChangedEventArgs..:.WiimoteState Field

WiimoteChangedEventArgs Class See Also Send Feedback

The current state of the Wiimote and extension controllers

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public WiimoteState WiimoteState

Visual Basic (Declaration)

Public WiimoteState As <u>WiimoteState</u>

Visual C++

public:

<u>WiimoteState</u>^ WiimoteState

WiimoteChangedEventArgs Class WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

 $Wiimote Changed Event Handler\ Delegate$

See Also Send Feedback

Event to handle a state change on the Wiimote

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

```
public delegate void WiimoteChangedEventHandler(
         Object sender,
         WiimoteChangedEventArgs args
)
               Visual Basic (Declaration)
Public Delegate Sub WiimoteChangedEventHandler ( _
         sender As <a href="Object">Object</a>, _
         args As <u>WiimoteChangedEventArgs</u> _
)
                      Visual C++
public delegate void WiimoteChangedEventHandler(
         Object^ sender,
         WiimoteChangedEventArgs^ args
)
Parameters
sender
    Type: <u>System.::.Object</u>
    Object sending the event
args
    Type: <u>WiimoteLib..::.WiimoteChangedEventArgs</u>
    Current Wiimote state
```

WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

 $Wiimote Extension Changed Event Args\ Class$

Members See Also Send Feedback

Argument sent through the WiimoteExtensionChangedEvent

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public class WiimoteExtensionChangedEventArgs : EventArgs

Visual Basic (Declaration)

Public Class WiimoteExtensionChangedEventArgs _ Inherits <u>EventArgs</u>

Visual C++

public ref class WiimoteExtensionChangedEventArgs : public EventArgs

Inheritance Hierarchy

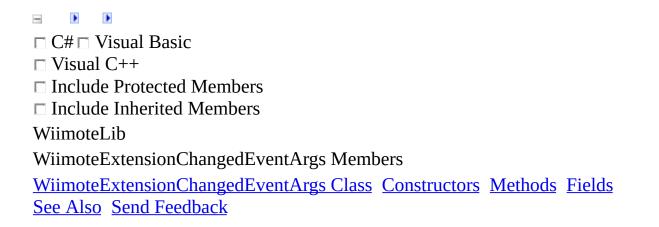
System..:.Object

System.::.EventArgs
WiimoteLib.:::WiimoteExtensionChangedEventArgs

WiimoteExtensionChangedEventArgs Members WiimoteLib Namespace

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The WiimoteExtensionChangedEventArgs type exposes the following members.

Constructors

Name Description

<u>WiimoteExtensionChangedEventArgs</u> Constructor

Methods

	Name	Description
=	<u>Equals</u>	Determines whether the specified <u>Object</u> is equal to the current <u>Object</u> . (Inherited from <u>Object</u> .)
, O	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
≘∳	<u>GetHashCode</u>	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.)
=0	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
j •	MemberwiseClone	Creates a shallow copy of the current <u>Object</u> . (Inherited from <u>Object</u> .)
≡	ToString	Returns a <u>String</u> that represents the current <u>Object</u> . (Inherited from <u>Object</u> .)

Fields

Name Description

- ExtensionType The extensiion type inserted or removed
- Inserted Whether the extension was inserted or removed

WiimoteExtensionChangedEventArgs Class WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

Wiimote Lib

 $Wiimote Extension Changed Event Args\ Constructor$

WiimoteExtensionChangedEventArgs Class See Also Send Feedback

Constructor

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

```
C#
public WiimoteExtensionChangedEventArgs(
        ExtensionType type,
        bool inserted
)
    Visual Basic (Declaration)
Public Sub New ( \_
        type As ExtensionType, _
        inserted As Boolean _
)
            Visual C++
public:
WiimoteExtensionChangedEventArgs(
        ExtensionType type,
        bool inserted
)
```

Parameters

type

Type: <u>WiimoteLib.::.ExtensionType</u>
The extension type inserted or removed

inserted

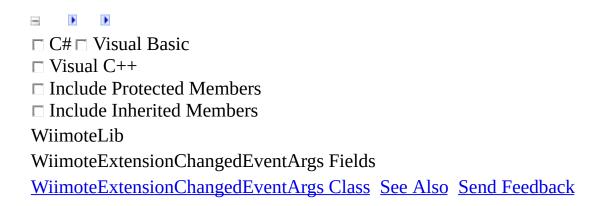
Type: <u>System..:.Boolean</u>

Whether the extension was inserted or removed

WiimoteExtensionChangedEventArgs Class WiimoteLib Namespace

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The WiimoteExtensionChangedEventArgs type exposes the following members.

Fields

Name Description

- ExtensionType The extensiion type inserted or removed
- Inserted Whether the extension was inserted or removed

WiimoteExtensionChangedEventArgs Class WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

WiimoteExtensionChangedEventArgs..:.ExtensionType Field

WiimoteExtensionChangedEventArgs Class See Also Send Feedback

The extenstion type inserted or removed

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public ExtensionType ExtensionType

Visual Basic (Declaration)

Public ExtensionType As ExtensionType

Visual C++

public:

ExtensionType ExtensionType

WiimoteExtensionChangedEventArgs Class WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

WiimoteExtensionChangedEventArgs..:.Inserted Field

WiimoteExtensionChangedEventArgs Class See Also Send Feedback

Whether the extension was inserted or removed

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public <u>bool</u> Inserted

Visual Basic (Declaration)

Public Inserted As **Boolean**

Visual C++

public: bool Inserted

WiimoteExtensionChangedEventArgs Class WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

 $Wiimote Extension Change d Event Handler\ Delegate$

See Also Send Feedback

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

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

```
public delegate void WiimoteExtensionChangedEventHandler(
         Object sender,
         WiimoteExtensionChangedEventArgs args
)
                    Visual Basic (Declaration)
Public Delegate Sub WiimoteExtensionChangedEventHandler ( _
         sender As <a href="Object">Object</a>, _
         args As WiimoteExtensionChangedEventArgs _
)
                          Visual C++
public delegate void WiimoteExtensionChangedEventHandler(
         Object^ sender,
         <u>WiimoteExtensionChangedEventArgs</u>^ args
)
Parameters
sender
    Type: <u>System.::.Object</u>
    Object sending the event
args
    Type: WiimoteLib..::.WiimoteExtensionChangedEventArgs
    Current extension status
```

WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

WiimoteState Class

Members See Also Send Feedback

Current overall state of the Wiimote and all attachments

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public class WiimoteState

Visual Basic (Declaration)

Public Class WiimoteState

Visual C++

public ref class WiimoteState

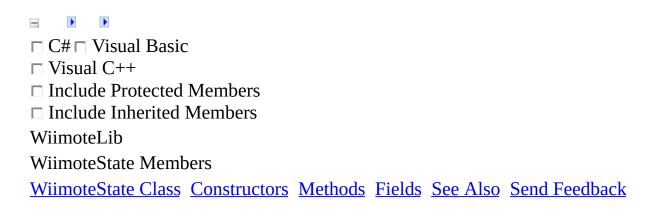
Inheritance Hierarchy

System..::.Object
WiimoteLib..::.WiimoteState

WiimoteState Members WiimoteLib Namespace

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The WiimoteState type exposes the following members.

Constructors

Name Description

WiimoteState

Methods

	Name	Description
=	<u>Equals</u>	Determines whether the specified <u>Object</u> is equal to the current <u>Object</u> . (Inherited from <u>Object</u> .)
, O	<u>Finalize</u>	Allows an <u>Object</u> to attempt to free resources and perform other cleanup operations before the <u>Object</u> is reclaimed by garbage collection. (Inherited from <u>Object</u> .)
≘	<u>GetHashCode</u>	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.)
=0	<u>GetType</u>	Gets the <u>Type</u> of the current instance. (Inherited from <u>Object</u> .)
j •	MemberwiseClone	Creates a shallow copy of the current <u>Object</u> . (Inherited from <u>Object</u> .)
≡	ToString	Returns a <u>String</u> that represents the current <u>Object</u> . (Inherited from <u>Object</u> .)

Fields

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

WiimoteState Class
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

WiimoteState Constructor

WiimoteState Class See Also Send Feedback

Initializes a new instance of the WiimoteState class.

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public WiimoteState()

Visual Basic (Declaration)

Public Sub New

Visual C++

public: WiimoteState()

WiimoteState Class
WiimoteLib Namespace

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☐ C#☐ Visual Basic
☐ Visual C++
☐ Include Protected Members
☐ Include Inherited Members
WiimoteLib
WiimoteState Fields
WiimoteState Class See Also Send Feedback

The WiimoteState type exposes the following members.

Fields

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

WiimoteState Class
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

WiimoteState..:.AccelCalibrationInfo Field
WiimoteState Class See Also Send Feedback

Current calibration information

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

 $public \ \, \underline{AccelCalibrationInfo} \ \, AccelCalibrationInfo$

Visual Basic (Declaration)

Public AccelCalibrationInfo As AccelCalibrationInfo

Visual C++

public:

<u>AccelCalibrationInfo</u> AccelCalibrationInfo

WiimoteState Class
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

WiimoteState..::.AccelState Field

WiimoteState Class See Also Send Feedback

Current state of accelerometers

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

 ${\tt public} \ \ \underline{{\tt AccelState}} \ \ {\tt AccelState}$

Visual Basic (Declaration)

Public AccelState As $\underline{\mathsf{AccelState}}$

Visual C++

public:

AccelState AccelState

WiimoteState Class
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

WiimoteState..:..Battery Field

WiimoteState Class See Also Send Feedback

Current battery level

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public <u>byte</u> Battery

Visual Basic (Declaration)

Public Battery As Byte

Visual C++

public:

unsigned char Battery

WiimoteState Class
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

WiimoteState..::.ButtonState Field

WiimoteState Class See Also Send Feedback

Current state of buttons

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

 $\verb"public ButtonState" ButtonState"$

Visual Basic (Declaration)

Public ButtonState As $\underline{\text{ButtonState}}$

Visual C++

public:

ButtonState ButtonState

WiimoteState Class
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

WiimoteState..:..ClassicControllerState Field
WiimoteState Class See Also Send Feedback

Current state of Classic Controller extension

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

 $\verb"public ClassicControllerState" ClassicControllerState"$

Visual Basic (Declaration)

Public ClassicControllerState As ClassicControllerState

Visual C++

public:

<u>ClassicControllerState</u> ClassicControllerState

WiimoteState Class
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

WiimoteState..::Extension Field

WiimoteState Class See Also Send Feedback

Is an extension controller inserted?

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public <u>bool</u> Extension

Visual Basic (Declaration)

Public Extension As **Boolean**

Visual C++

public: bool Extension

WiimoteState Class
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

WiimoteState..::ExtensionType Field

WiimoteState Class See Also Send Feedback

Extension controller currently inserted, if any

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public ExtensionType ExtensionType

Visual Basic (Declaration)

Public ExtensionType As ExtensionType

Visual C++

public:

ExtensionType ExtensionType

WiimoteState Class
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

WiimoteState..::.IRState Field

WiimoteState Class See Also Send Feedback

Current state of IR sensors

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

 $public \ \underline{IRState} \ IRState$

Visual Basic (Declaration)

Public IRState As <u>IRState</u>

Visual C++

public:

<u>IRState</u> IRState

WiimoteState Class
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

WiimoteState..::.LEDState Field

WiimoteState Class See Also Send Feedback

Current state of LEDs

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

 ${\tt public} \ \ \underline{{\tt LEDState}} \ \ {\tt LEDState}$

Visual Basic (Declaration)

Public LEDState As $\underline{\mathsf{LEDState}}$

Visual C++

public:

<u>LEDState</u> LEDState

WiimoteState Class
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

WiimoteState..::.NunchukState Field

WiimoteState Class See Also Send Feedback

Current state of Nunchuk extension

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

Syntax

C#

public NunchukState NunchukState

Visual Basic (Declaration)

Public NunchukState As NunchukState

Visual C++

public:

NunchukState NunchukState

WiimoteState Class
WiimoteLib Namespace

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□ C#□ Visual Basic

□ Visual C++

WiimoteLib

WiimoteState..::.Rumble Field

WiimoteState Class See Also Send Feedback

Current state of rumble

Namespace: WiimoteLib

Assembly: WiimoteLib (in WiimoteLib.dll)

\blacksquare Syntax

C#

public <u>bool</u> Rumble

Visual Basic (Declaration)

Public Rumble As <u>Boolean</u>

Visual C++

public: bool Rumble

WiimoteState Class
WiimoteLib Namespace

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