



REMOTE CONNECTION TUTORIALS

Version 0.8



Introduction

This document explains how to connect a Wii Remote to your computer, in order to enjoy playing Sun Blast with this unique next-gen controller.

Note: The connection should also work with other devices that are compatible with the Wii Remote.

Connecting a remote to your computer is not hard to do, but the tools you need may vary, depending on your operating system and hardware. The connection is made using a Bluetooth device, and the process is similar to the one for connecting your mobile phone to your computer.

Visit www.sunblastthegame.com/support.php to download the latest version of this document. You may distribute identical copies of this document to other parties.

Important:

Oblone Software and Sun Blast are NOT affiliated with Nintendo.

The Wii Remote is not designed to be connected to a computer.

The connection process is experimental, based on the informations freely available on the Internet. Oblone Software does not take responsibility for any problem related to the use of the Wii Remote.

Nintendo, Wii and Wii Remote are trademarks of Nintendo.

All the names and trademarks appearing in this tutorial are property of their respective owners.

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Setting up the Wii Remote in Windows

General

Starting with Windows XP Service Pack 2 (SP2), Bluetooth support is natively provided by the operating system. Although some Bluetooth manufactures may provide drivers and support for Windows 2000, this tutorial doesn't provide specific information for this particular version of Windows.

Depending on your Bluetooth device, in order to connect the Wii Remote to your computer, you will need to use a **wizard**, which is provided by the Bluetooth dongle manufacturer, by a third party developer or by the operating system itself.

The Wii Remote will be detected as a Human Interface Device (HID), like a mouse or keyboard.

Sun Blast supports the following Bluetooth stacks: Microsoft, BlueSoleil, Widcomm and Toshiba. Most of the Bluetooth dongles available on the market use one of the supported stacks.

You may need to install appropriate Bluetooth drivers to be able to connect the Wii Remote to your computer.

Tip 1. If you are not sure what drivers and what Bluetooth stack you need to use with your Bluetooth dongle, you can find a list of compatibilities here:

http://www.wiili.org/index.php/Compatible_Bluetooth_Devices

and

http://wiibrew.org/wiki/List_of_Working_Bluetooth_Devices

Tip 2. It's not a problem if you can't find the name of your Bluetooth device in one of the lists. The process is similar with connecting your mobile phone to the computer, but you must skip the pairing process (don't use a passkey). See the **Generic Wii Remote connection tutorial**.

Tip 3. If you don't know the name of your Bluetooth dongle, you can try to install a demo version of BlueSoleil, which provides drivers for many Bluetooth devices and has an intuitive wizard.

You can download it from here: <http://www.bluesoleil.com/download/index.asp?topic=bluesoleil6x>

Note that the demo version of BlueSoleil has a transfer limit, which will automatically disconnect the remote in a short time after the connection, but it gives you enough time to see if the connection works.

Tip 4. If you don't have a Bluetooth dongle or if it's not compatible with the Wii Remote, you can buy one that comes with BlueSoleil and it should work under Windows.

At this point, you must have the appropriate Bluetooth drivers installed and you should know which tutorial is suitable for your Bluetooth dongle. If not, the first two links in the list below may explain things better.

[Which tutorial should I read?](#)

Generic Wii Remote connection tutorial

Connecting the Wii Remote in Windows Vista using the Microsoft wizard

Connecting the Wii Remote using BlueSoleil 2.x wizard

Connecting the Wii Remote using BlueSoleil 6.x wizard

Connecting the Wii Remote using the Toshiba wizard

Connecting the Wii Remote using the Widcomm wizard

Which tutorial should I read?

It is very likely that one of the tutorials presented in this document is suitable for your device.

The lists from http://www.wiili.org/index.php/Compatible_Bluetooth_Devices and http://wiibrew.org/wiki/List_of_Working_Bluetooth_Devices specify what drivers you need to install and how to use the wizard provided by the driver to connect the Wii Remote to your computer.

If you still don't know what to install and do next, try the following:

- Check if the wizard provided by the manufacturer is similar to one of the tutorials you find in this document or on the site presented above
- Check the **Generic Wii Remote connection tutorial** to see the general steps to connect your remote
- Check the tutorials provided by this site: <http://www.wiimoteproject.com/bluetooth-and-connectivity-knowledge-center/a-summary-of-windows-bluetooth-stacks-and-their-connection/>
- Try searching for an appropriate tutorial on the Internet

Generic Wii Remote connection tutorial

With any wizard you try the connection with, there are few basic steps that you need to follow:

- Start the wizard you use to connect your phone
- Put the remote into discoverable mode: simultaneously press the 1 and 2 buttons on the remote
- Start searching for the remote. It will be found as *Nintendo RVL-CNT-01*
- Wait until the remote leds stop flashing, then put the remote into discoverable mode again.
- Connect the remote without using a passkey, pin code or pairing process.
- **Important:** the search and the connection must be made while the remote is in discoverable mode. Make sure you press the 1 and 2 buttons simultaneously and that the leds are flashing while you search and connect the remote.

Connecting the Wii Remote in Windows Vista using the Microsoft wizard

Bluetooth dongle used: **TrendNet TBW-105ub** (TrendNet drivers must be installed)

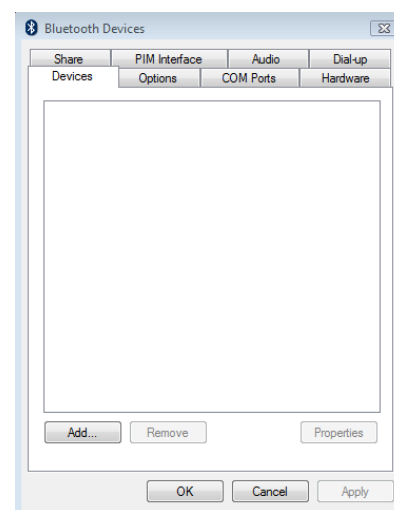
Step 1.

Plug in your Bluetooth dongle and start the wizard using the Bluetooth icon from the taskbar notification area.



Step 2.

Click on the *Add...* button.



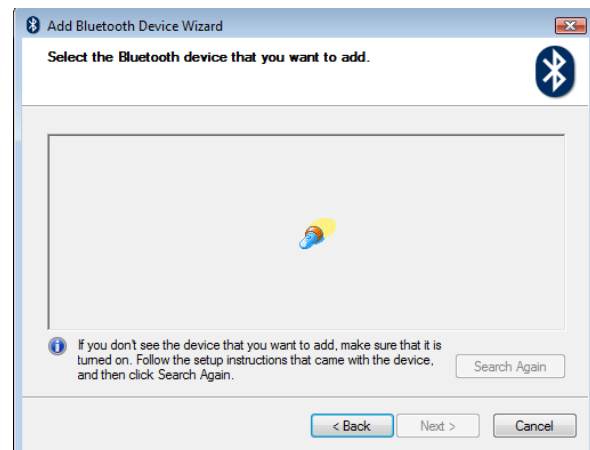
Step 3.

Put the Wii Remote into discoverable mode (simultaneously press the 1 and 2 buttons on the remote), then click *Next*.



Step 4.

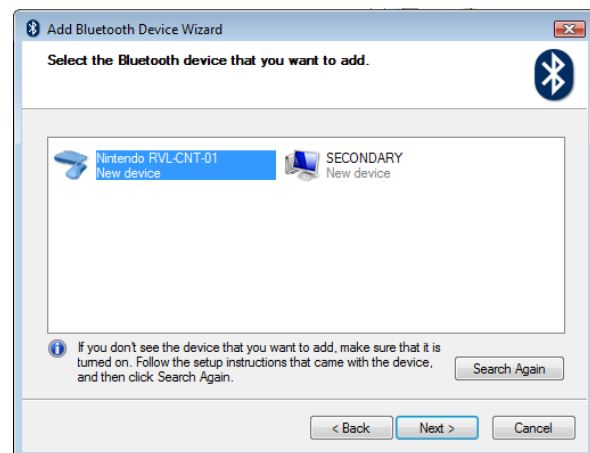
Wait until the discovery ends.

**Step 5.**

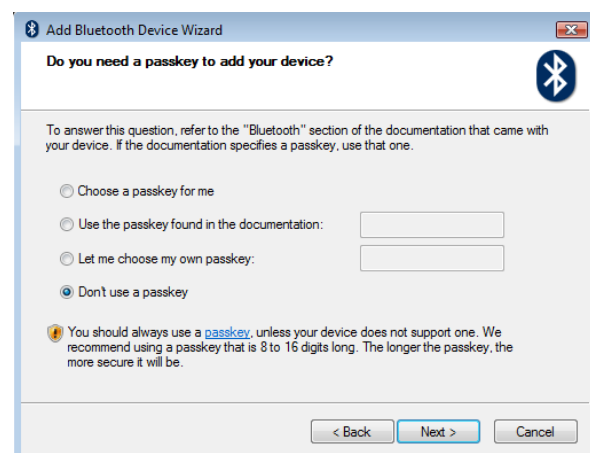
The Wii Remote is now detected.

Wait until the remote leds stop flashing, then put the remote back in discoverable mode.

Select the *Nintendo RVL-CNT-01* icon, and click *Next*.

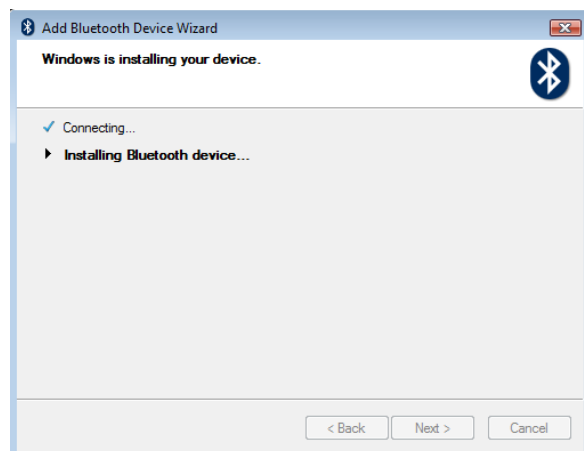
**Step 6.**

Check the *Don't use a passkey* option, then click *Next*.



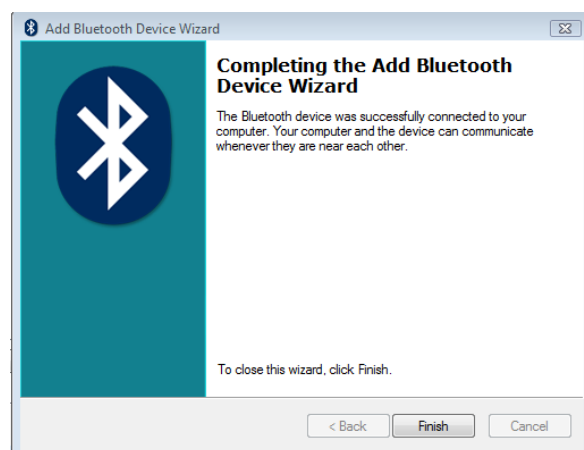
Step 7.

Wait while the connection is made.

**Step 8.**

At this point, the Wii Remote is connected to your computer.

Click *Finish* to close the wizard.



Note: If the wizard doesn't find or connect the remote, make sure it is in discoverable mode (the leds are flashing) while the wizard searches or tries to connect it.

You can now start the game.

Important: For this device in particular (TrendNet TBW-105ub), in the Sun Blast remote detection screen, you must activate the *Use HID* option, otherwise the remote will not be detected.

[Click here to see how to enable the Wii Remote within the game.](#)

Connecting the Wii Remote using BlueSoleil 2.x wizard

Step 1.

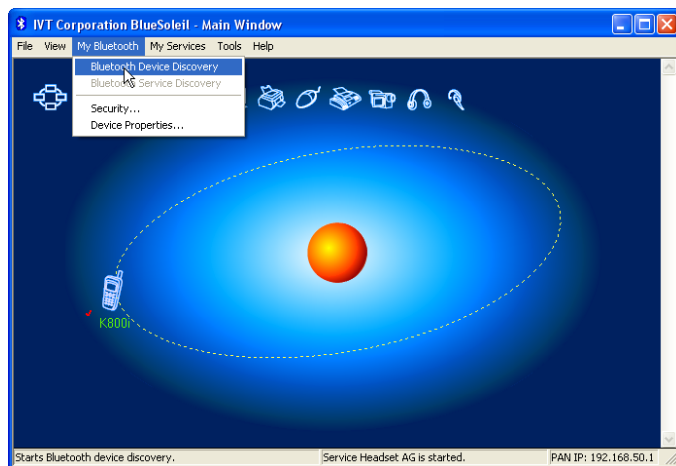
Plug in your Bluetooth dongle and start the *BlueSoleil* application from the *Start Menu*, or by double-clicking on the Bluetooth icon from the taskbar notification area.



Step 2.

Put the Wii Remote into discoverable mode (simultaneously press the 1 and 2 buttons on the remote).

Then, from the *My Bluetooth* menu, click on *Bluetooth Device Discovery*.

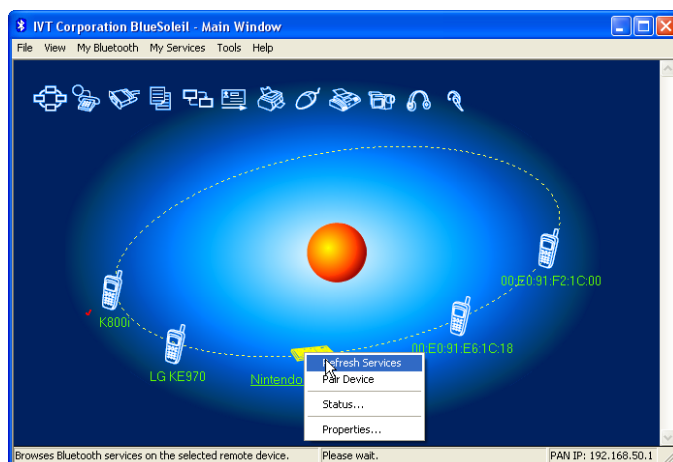


Step 3.

The Wii Remote is now detected.

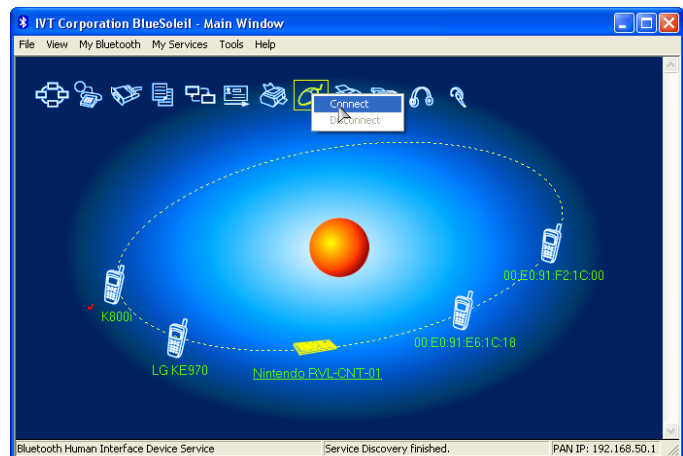
Wait until the remote leds stop flashing, then put the remote back in discoverable mode.

Now, right-click on the Wii Remote (*Nintendo RVL-CNT-01*), then click on *Refresh Services*.

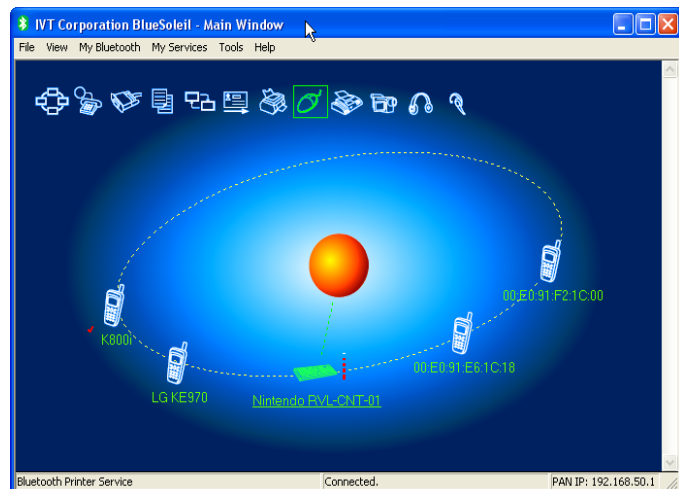


Step 4.

Right click on the mouse icon, then click on *Connect*.

**Step 5.**

At this point, the Wii Remote is connected to your computer (notice that its color is now green).



Note: If the wizard doesn't find or connect the remote, make sure it is in discoverable mode (the leds are flashing) while the wizard searches or tries to connect it.

You can now start the game.

Click [here](#) to see how to enable the Wii Remote within the game.

Connecting the Wii Remote using BlueSoleil 6.x wizard

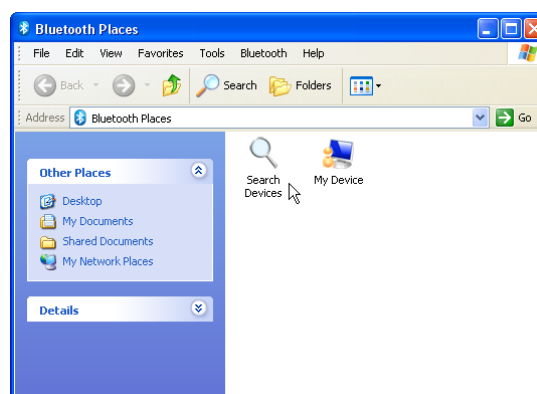
Step 1.

Plug in your Bluetooth dongle and start the *BlueSoleil* wizard from the desktop shortcut, or by double-clicking on the Bluetooth icon from the taskbar notification area.



Step 2.

Put the Wii Remote into discoverable mode (simultaneously press the 1 and 2 buttons on the remote), then double click the *Search Devices* icon.



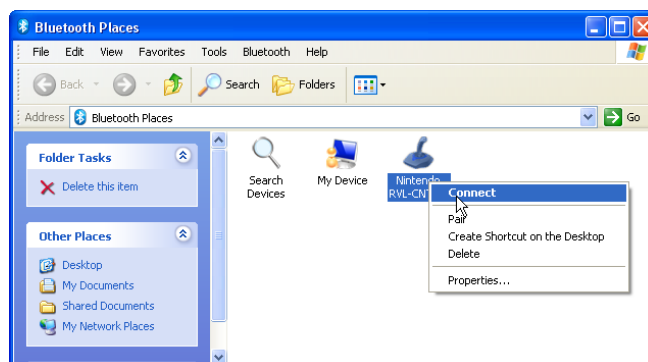
Step 3.

The Wii Remote is now detected.

You should see a joystick icon with the name *Nintendo RVL-CNT-01*.

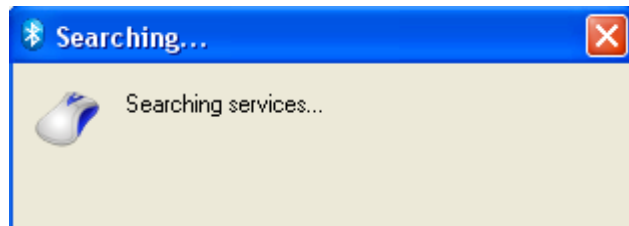
Wait until the remote leds stop flashing, then put the remote back in discoverable mode.

Now, right-click on the joystick icon, then click on *Connect*.



Step 4.

Wait until the remote is connected.

**Step 5.**

The remote is now connected.

You can close the wizard.



You can see that the *Nintendo RVL-CNT01* icon and the Bluetooth icon on the taskbar have green lighting.

Note: If the wizard doesn't find or connect the remote, make sure it is in discoverable mode (the leds are flashing) while the wizard searches or tries to connect it.

You can now start the game.

[Click here to see how to enable the Wii Remote within the game.](#)

Connecting the Wii Remote using the Toshiba wizard

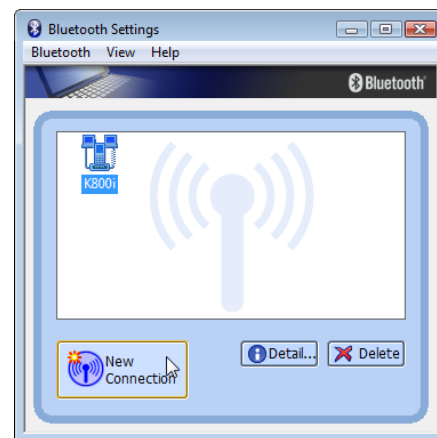
Step 1.

Plug in your Bluetooth dongle and start the wizard from *Start Menu → Programs → Bluetooth → Bluetooth Settings* or by double clicking on the Bluetooth icon from the taskbar notification area.



Step 2.

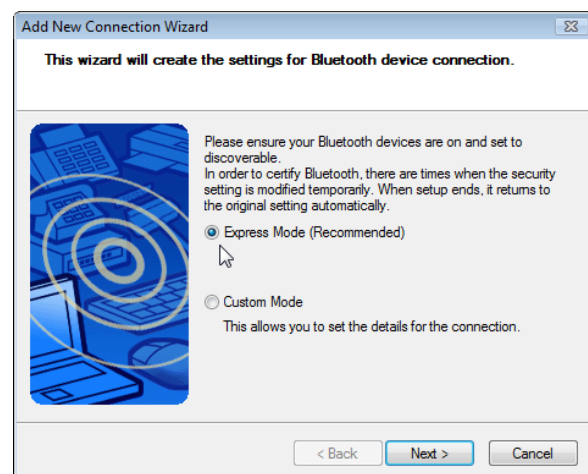
Click on the *New Connection* button.



Step 3.

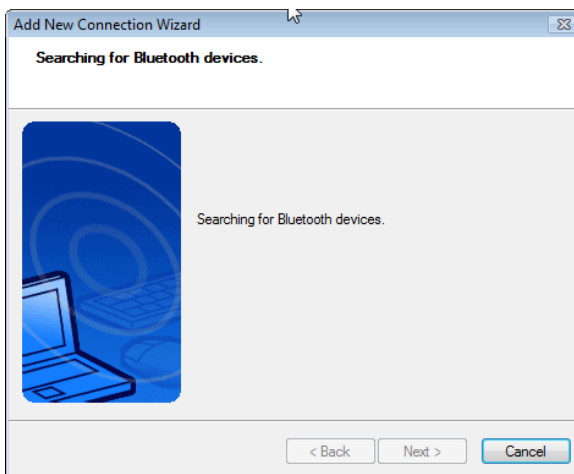
Click on *Express Mode (Recommended)*.

Put the Wii Remote into discoverable mode (simultaneously press the 1 and 2 buttons on the remote), then click *Next*.



Step 4.

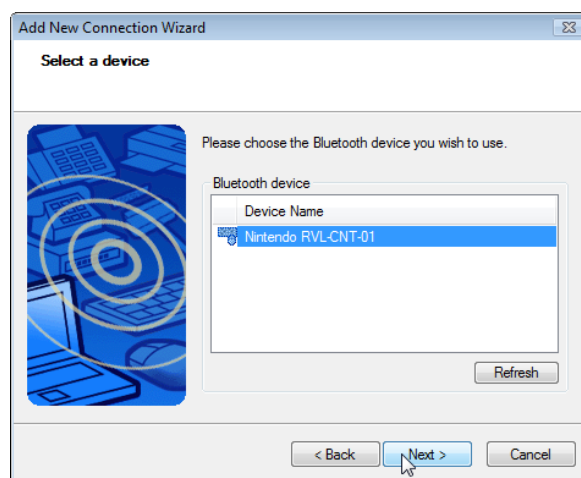
Wait until the remote is found.

**Step 5.**

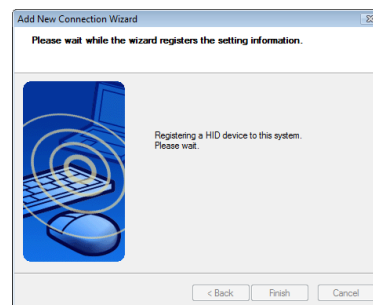
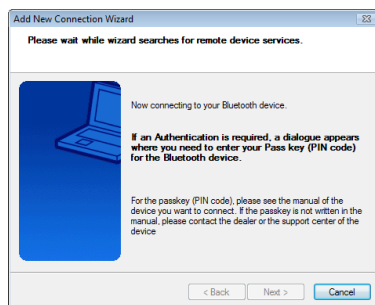
The Wii Remote is now detected (*Nintendo RVL-CNT-01*).

Wait until the remote leds stop flashing, then put the remote back in discoverable mode.

Select *Nintendo RVL-CNT-01*, then click *Next* to start the connection.

**Step 6.**

Wait while the connection is made.



Step 7.

The remote is now connected.

You can close the wizard.



Note: If the wizard doesn't find or connect the remote, make sure it is in discoverable mode (the leds are flashing) while the wizard searches or tries to connect it.

You can now start the game.

[Click here to see how to enable the Wii Remote within the game.](#)

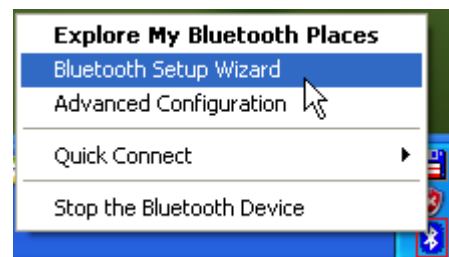
Connecting the Wii Remote using the Widcomm wizard

Bluetooth Dongle used: **D-Link DBT-122**

On Windows, connecting the Wii Remote using this dongle is problematic and it only works in Windows XP, with some of the DBT-122 dongles. At the moment, there is no official driver or support for Windows Vista.

Step 1.

Plug in your Bluetooth dongle and start the wizard by right-clicking on the Bluetooth icon from the notification area on the taskbar, then click on *Bluetooth Setup Wizard*.



The name of the wizard may be different depending on your drivers.

Step 2.

Check the *I want to find a specific Bluetooth device and configure how this computer will use its services* option.

Put the Wii Remote into discoverable mode (simultaneously press the 1 and 2 buttons on the remote), then click *Next*.

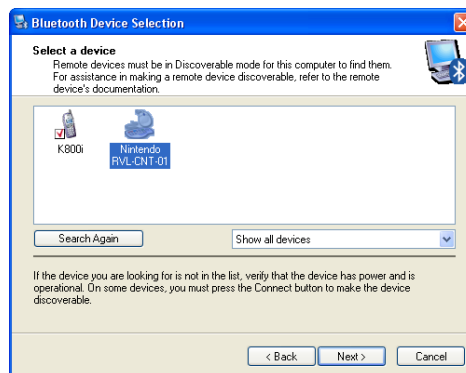


Step 3.

The remote is now detected.

Wait until the remote leds stop flashing, then put the remote back in discoverable mode.

Select the *Nintendo RVL-CNT-01* icon and click *Next*.

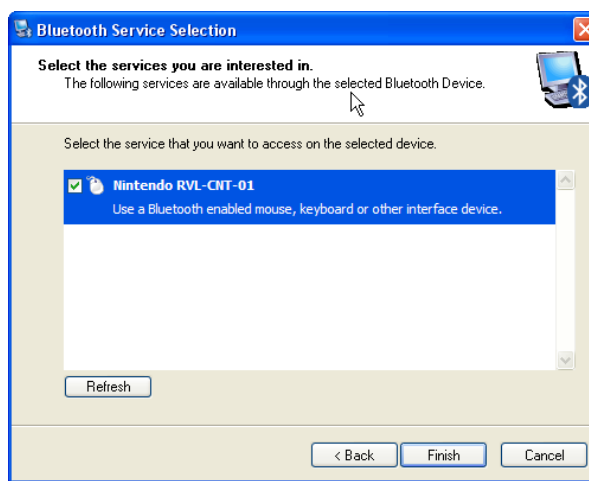
**Step 4.**

Very important: click the *Skip Pairing* button.

**Step 5.**

Now the remote is connected.

Click the *Finish* button to close the wizard.



Note: If the wizard doesn't find or connect the remote, make sure it is in discoverable mode (the leds are flashing) while the wizard searches or tries to connect it.

You can now start the game.

[Click here to see how to enable the Wii Remote within the game.](#)

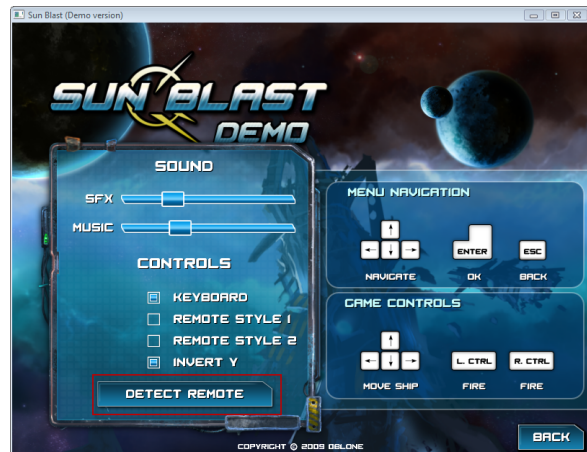
How to enable the Wii Remote within the game

(Windows)

After connecting the remote to your computer, you can start Sun Blast and it will automatically detect it and set all up for playing.

If it doesn't, or if the remote was connected while Sun Blast was running, go to the *Options* menu, then press the *Detect Remote* button.

In the *Remote Detection* screen, press the *Detect* button.



Your remote should now be enabled. You can navigate using the remote buttons. If it doesn't work, check the *Use HID* option and press the *Detect* button again.

Some Bluetooth devices (like the TrendNet TBW-105ub dongle) require this option to be enabled in order to properly detect the Wii Remote.



That's it!

Go back to the *Options* menu and select your favorite control method. Consult the game manual for details about the control methods.

Setting up the Wii Remote in Mac OS X

Mac OS X 10.5 Leopard

Playing Sun Blast with your Wii Remote is officially supported only on Mac OS X 10.5 Leopard.

Step 1.

Make sure the Bluetooth is enabled and start *Sun Blast*.

Step 2.

Enter the *Options* menu, then press the *Detect Remote* button.



Step 3.

In the *Detection Screen*, put the Wii Remote into discoverable mode by simultaneously pressing the 1 and 2 buttons on the remote, then press the *Detect* button.



Step 4.

Wait for the remote to be detected.



Step 5.

A message will tell you if the remote was properly detected.



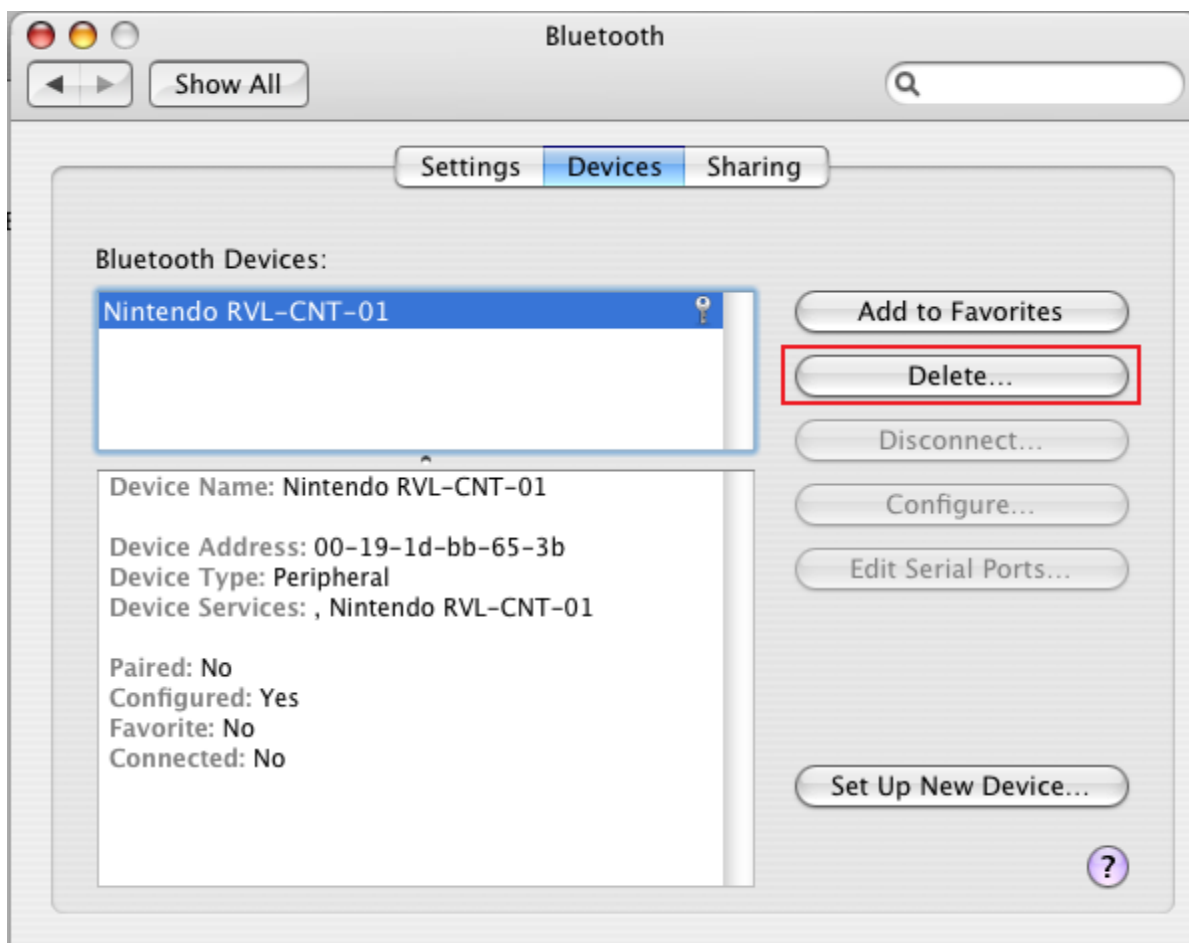
That's it!

Go back to the *Options* menu and select your favorite control method.
Consult the game manual for details about the control methods.

Mac OS X 10.4 Tiger

You can also play Sun Blast using the Wii Remote in Mac OS X 10.4 Tiger, but you have to deal with a well known connection problem: you may need to try multiple times until the connection is made.

The procedure is the same as for the Mac OS X 10.5 Leopard, but you need to delete the Wii Remote from the list of Bluetooth devices after each unsuccessful connection, like in the following picture:



Setting up the Wii Remote under Linux

General

The official Bluetooth stack for Linux is BlueZ and it is included in the 2.4 and 2.6 kernels.

Sun Blast uses the *BlueZ D-bus API* and supports both versions: 3.x (legacy) and 4.x (new generation). You can find more informations about the *BlueZ D-Bus API* by going to:

<http://www.freedesktop.org/wiki/Software/dbus>

and

<http://www.freedesktop.org/wiki/Software/DBusBindings>

Most Linux distributions have the Bluetooth support enabled by default, so it's likely to work without installing additional packages.

You can now read this:

How to enable the Wii Remote within the game

Or, if you want to make sure the Bluetooth support is enabled on your computer, or if you have troubles connecting the remote in Sun Blast, read this:

Testing the compatibility between your Bluetooth dongle and the Wii Remote

How to enable the Wii Remote within the game

(Linux)

Step 1.

Make sure the Bluetooth dongle is plugged in and working properly, then start *Sun Blast*.

Step 2.

Enter the *Options* menu, then press the *Detect Remote* button.



Step 3.

In the *Detection Screen*, put the Wii Remote into discoverable mode by simultaneously pressing the 1 and 2 buttons on the remote, then press the *Detect* button.



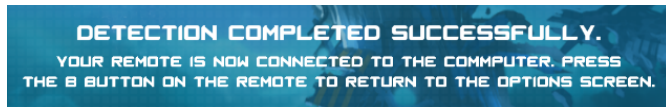
Step 4.

Wait for the remote to be detected.



Step 5.

A message will tell you if the remote was properly detected.



That's it!

Go back to the *Options* menu and select your favorite control method.
Consult the game manual for details about the control methods.

If you have troubles connecting the Wii Remote to the computer, read this:

Testing the compatibility between your Bluetooth dongle and the Wii Remote

Testing the compatibility between your Bluetooth dongle and the Wii Remote

(Linux)

First, test if the Bluetooth support is enabled.

Plug in your Bluetooth dongle, then open a console and type:

```
hcitool dev
```

The result should be something like this:

```
Devices:
```

```
hci0      00:19:3B:FA:64:CB
```

Then, put your Wii Remote in discoverable mode (simultaneously press the 1 and 2 buttons on the remote) and type:

```
hcitool scan
```

The result should be something like this:

```
Scanning ...
```

```
00:19:FD:CB:6D:80      Nintendo RVL- CNT-01
```

If the results are similar to the ones above, it means that the Bluetooth support is enabled and the remote can be found.

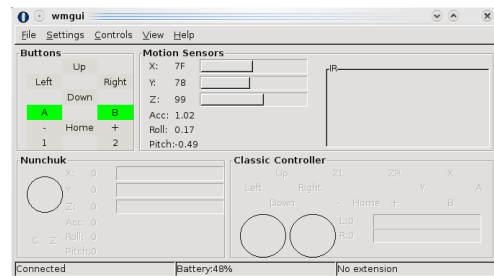
Note: Some Bluetooth dongles which were supported by BlueZ 3.x no longer work with BlueZ 4.x. For example, this happens for D-link DBT-122 dongle. Also, the Bluetooth support is broken in some Linux distributions that use BlueZ 4.x.

Next, you can check the compatibility between your dongle and the Wii Remote.

For this, you have to install the **wmgui** application (you will probably find the package in your Linux distribution).

To test the compatibility, click *File* → *Connect*.

Put the Wii Remote into discoverable mode (simultaneously press the 1 and 2 buttons on the remote), then click Ok.



If everything is working properly, when you press buttons on the Wii Remote, they will be shown on the *Buttons* section of the *wmgui* window.

You can press **CTRL + A** to see the data from the motion sensor.

You can now enable the remote within the game:

How to enable the Wii Remote within the game

Setting up the Wii Remote in PC-BSD

General

The Bluetooth stack in BSD systems is implemented using the Netgraph framework, which has the following copyright:

Copyright (c) 2001-2002 Maksim Yevmenkin <m_evmenkin@yahoo.com>

The Bluetooth device drivers are available as a kernel module, which is not loaded by default.

To load the module, login as root and type: **kldload ng_ubt**

If the Bluetooth device is attached during the system startup, you can make the module to be automatically loaded by editing `/boot/loader.conf` and adding this line: **ng_ubt_load="YES"**. After this modification you must reboot the system.

Plug in your Bluetooth dongle, login as root and start the Bluetooth stack with the following command:

/etc/rc.bluetooth start ubt0

Note: Don't connect the dongle in a USB hub.

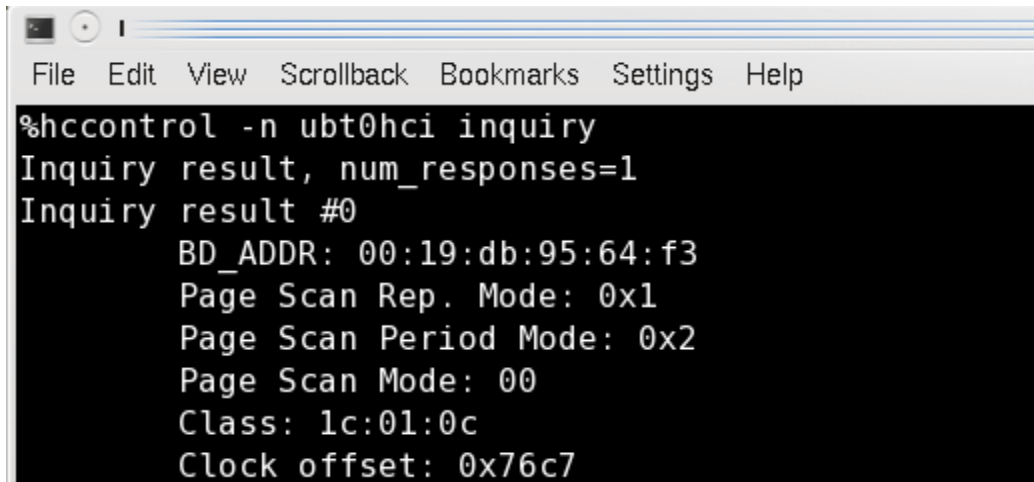
At this time, the Bluetooth stack should be functional.

You can now jump to: **[How to enable the Wii Remote within the game](#)**

Or you can test your Bluetooth functionality using the **hccontrol** command.

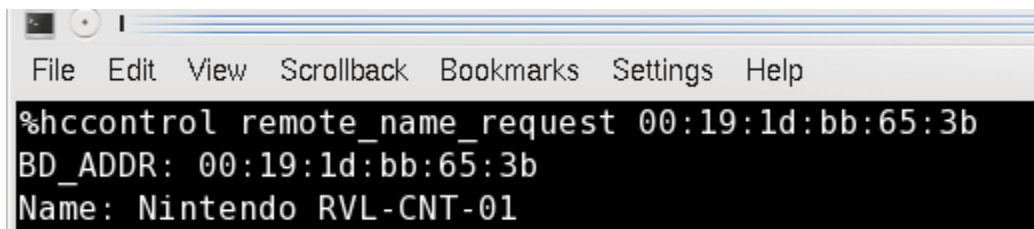
See the examples below:

hccontrol -n ubt0hci inquiry



```
%hccontrol -n ubt0hci inquiry
Inquiry result, num_responses=1
Inquiry result #0
    BD_ADDR: 00:19:db:95:64:f3
    Page Scan Rep. Mode: 0x1
    Page Scan Period Mode: 0x2
    Page Scan Mode: 00
    Class: 1c:01:0c
    Clock offset: 0x76c7
```

hccontrol remote_name_request 00:19:1D:BB:65:3B



```
%hccontrol remote_name_request 00:19:1d:bb:65:3b
BD_ADDR: 00:19:1d:bb:65:3b
Name: Nintendo RVL-CNT-01
```

If the results are similar with the ones above, it means that your Bluetooth device is functional.

See: [How to enable the Wii Remote within the game](#)

How to enable the Wii Remote within the game

(PC-BSD)

Step 1.

Make sure the Bluetooth dongle is plugged in and working properly, then start *Sun Blast*.

Step 2.

Enter the *Options* menu, then press the *Detect Remote* button.



Step 3.

In the *Detection Screen*, put the Wii Remote into discoverable mode by simultaneously pressing the 1 and 2 buttons on the remote, then press the *Detect* button.



Step 4.

Wait for the remote to be detected.



Step 5.

A message will tell you if the remote was properly detected.



That's it!

Go back to the *Options* menu and select your favorite control method.
Consult the game manual for details about the control methods.