Button Activators Tutorial w/ Pictures

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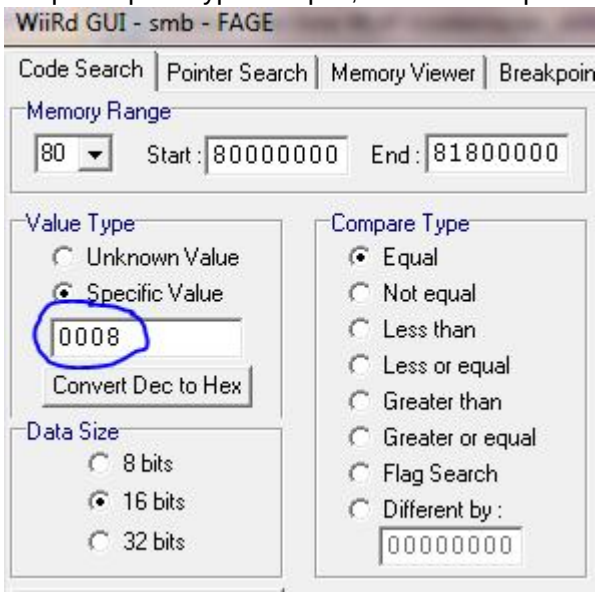
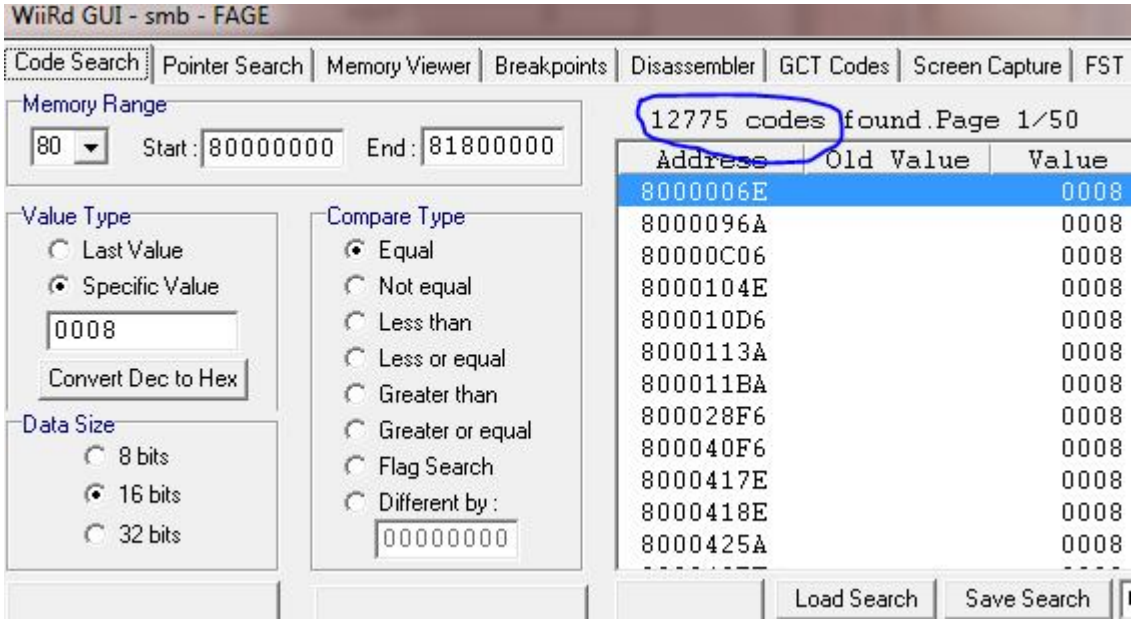
Let us start by making a Button Activator for NES (FAGE) Super Mario Bros. First thing you need to know are the button values for the WiiMote.

WiiMote + Nunchuck	Column1	Column2
Value	**Reverse**	**Button**
0001	FFFE	Left
0002	FFFD	Right
0004	FFFB	Down
0008	FFF7	Up
0800	F7FF	A
0400	FBFF	B
4000	BFFF	C
2000	DFFF	Z
0200	FDFF	1
0100	FEFF	2
1000	EFFF	(-)
0010	FFEF	(+)
8000	7FFF	Home

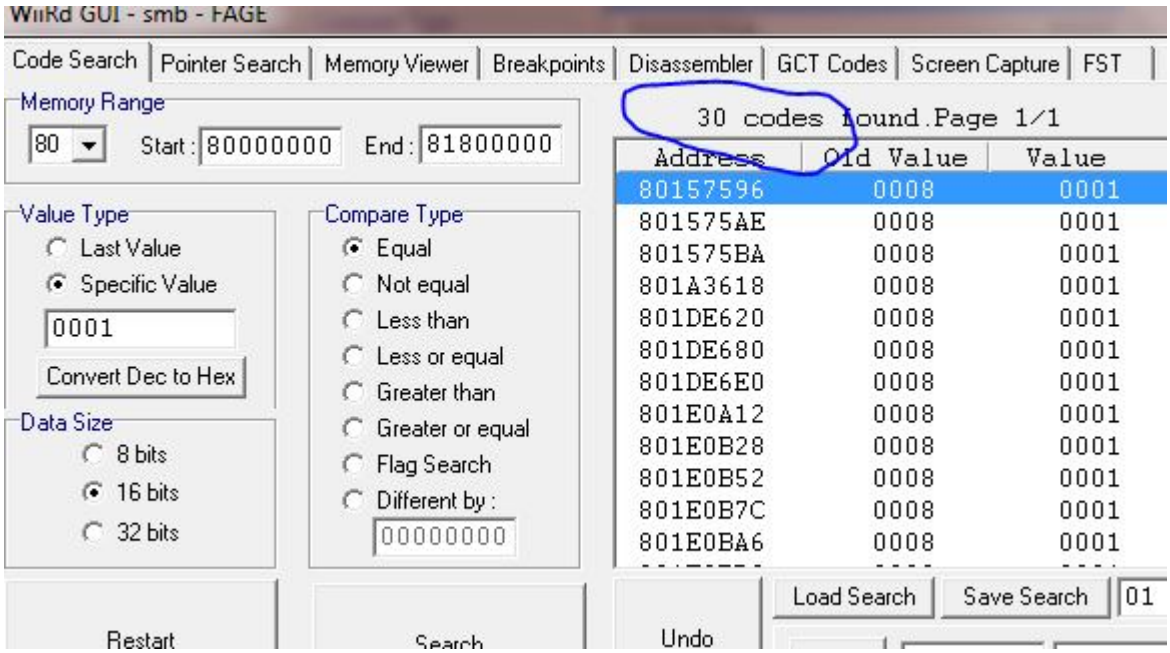
We are going to Hold Up on the WiiMote so set your WiiRd to 16-Bit,
keep Compare Type to Equal, set value to Specific Type, and then enter 0008



Begin holding the Up Button (Do Not let it go) and click the Start Button on WiiRd. When it finished dumping the blocks then you can release the button. You should have something similar to this



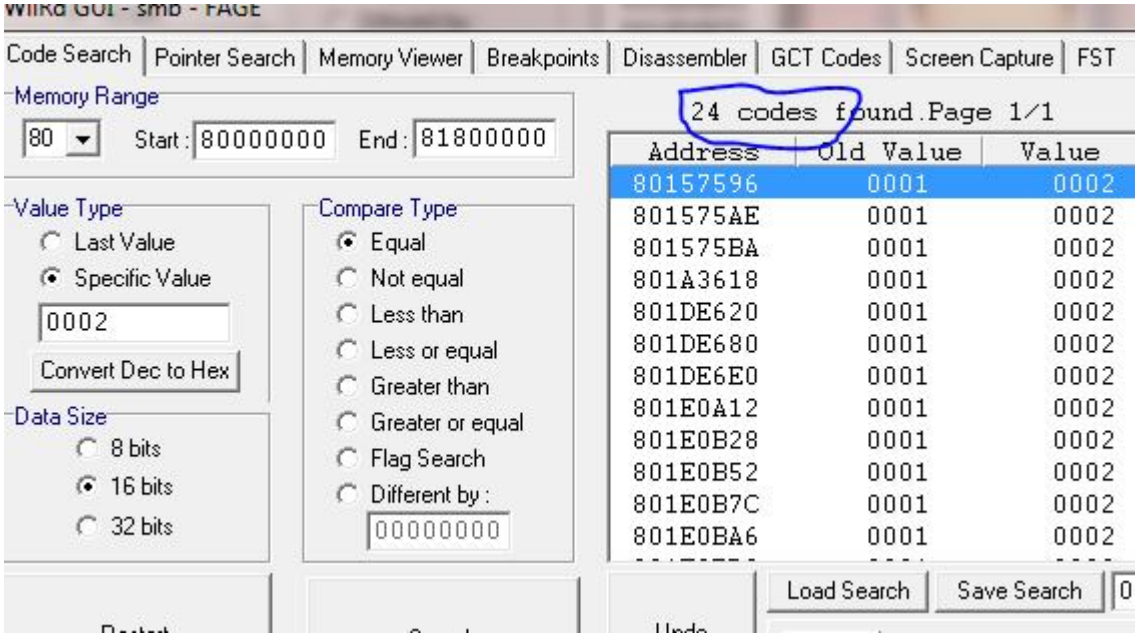
Now let us hold Left on the WiiMote so type in 0001, Hold the Left button (Do NOT let it go) and click the Search Button on WiiRD. Your screen to should similar to this



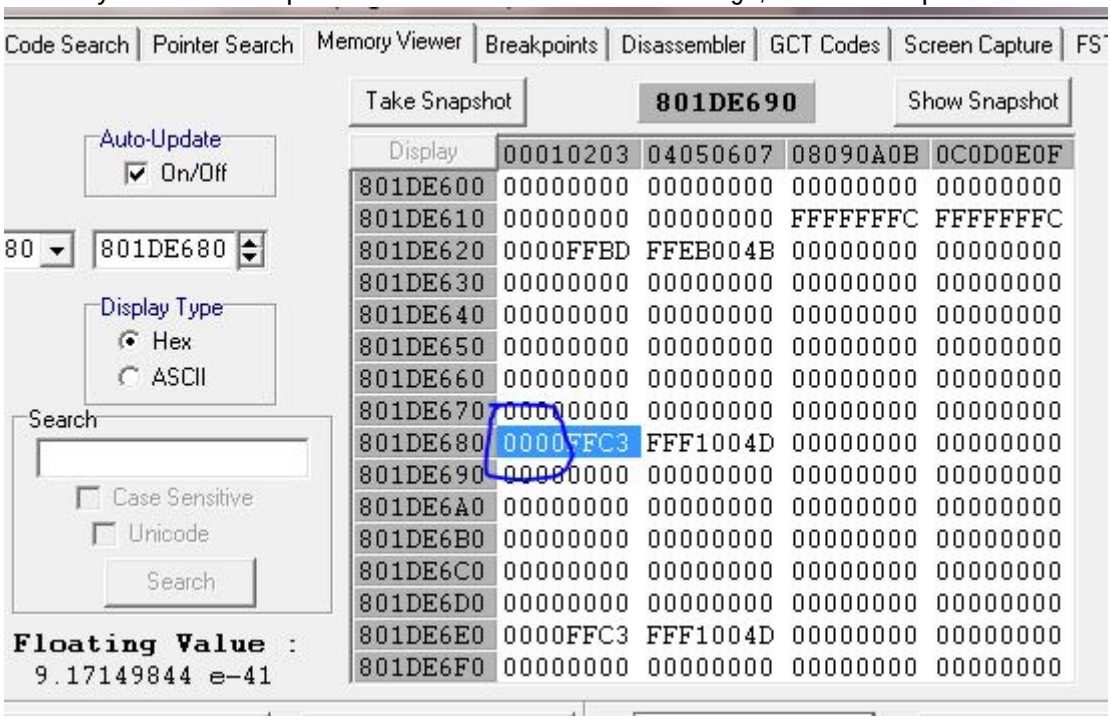
Let us try one more search to narrow it down.

NOTICE: There will be many Button Activator Addresses. I normal just chose the first code as an example. You can choose another if you wish.

Let us now hold the Right button on the WiiMote. Enter 0002, hold the Right Button (Do Not let go) and click Search.



Not bad, we can definitely deal with 24 Codes. Ok, I am going to take 801DE680 and click on Memory Viewer. Start press button to see if the values change, and match up the list.



80**1DE680** is our Button Activator address for WiiMote Pad1
281DE680 0000XXXX
INSERT CODE ADDRESSES
E0000000 80008000