

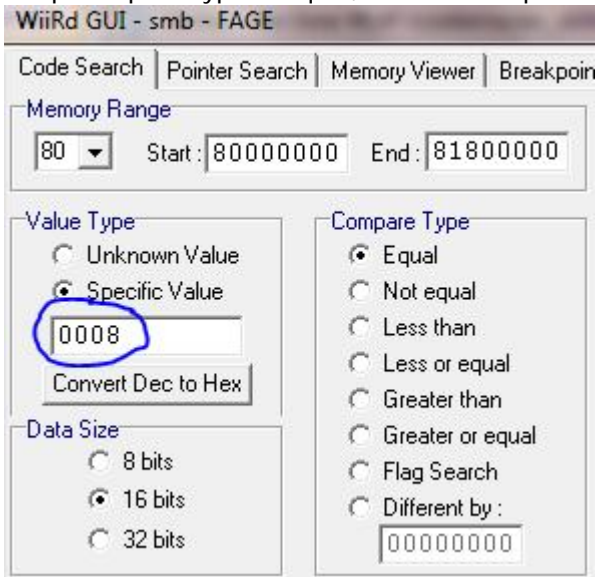
# Button Activators Tutorial w/ Pictures

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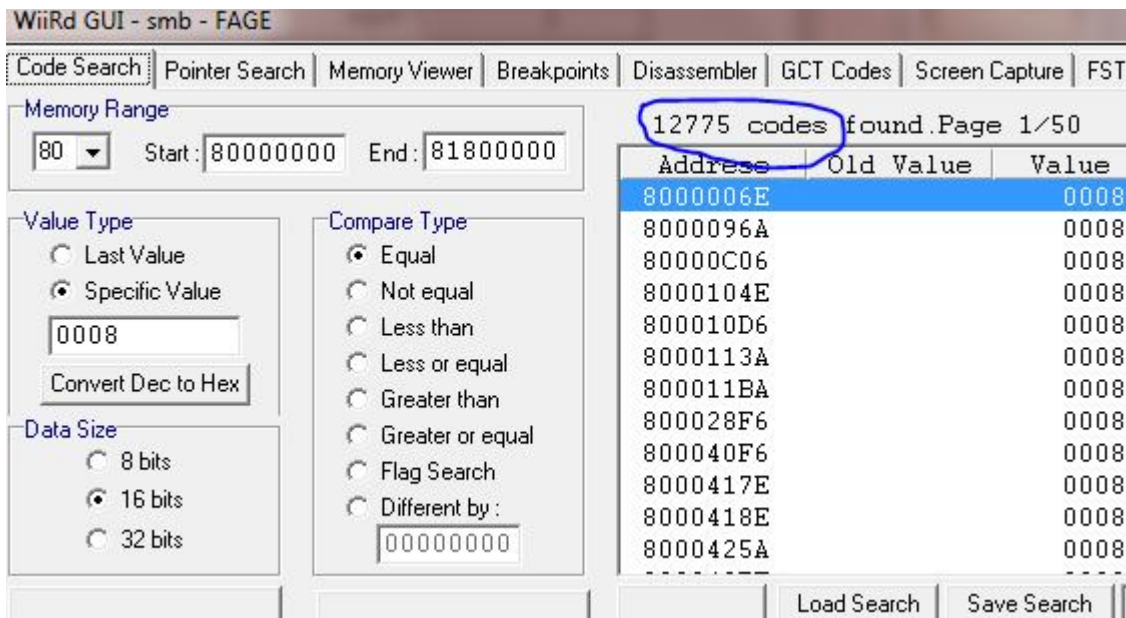
Let us start by making a Button Activator for NES (FAGE) Super Mario Bros. First thing you need to know are the button values for the WiiMote.

WiiMote + Nunchuck	Column1	Column2
<u>Value</u>	<u>Reverse</u>	<u>Button</u>
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

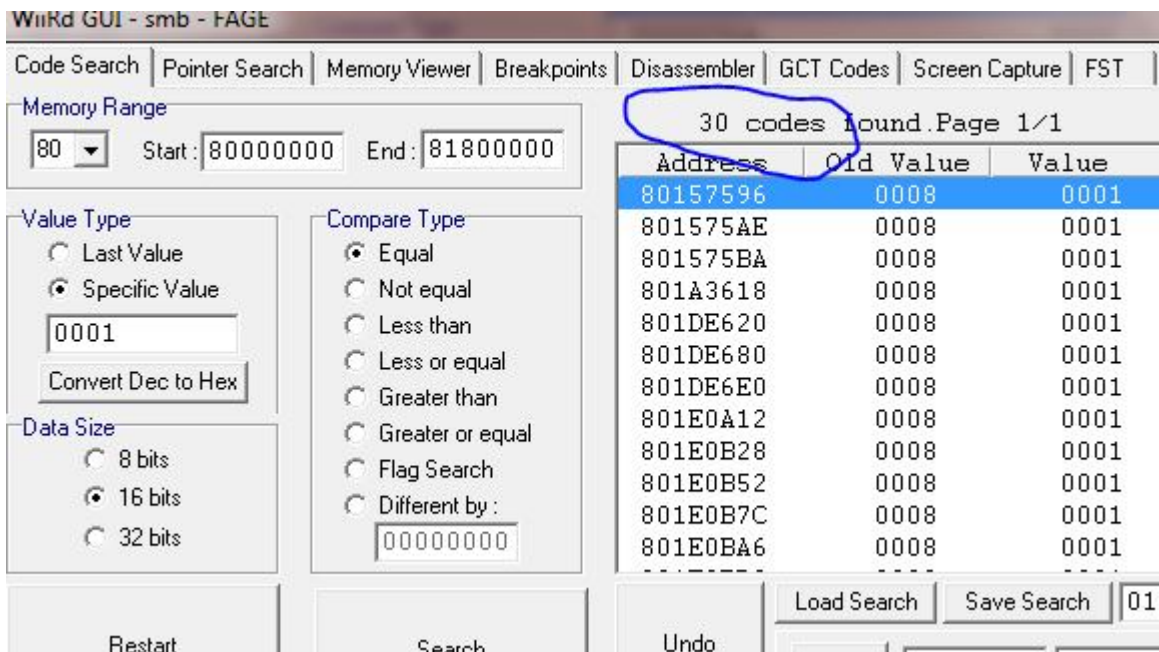
We are going to Hold Up on the WiiMote so set your WiiRd to 16-Bit, keep Compare Type to Equal, set value to Specific Type, and then enter 0008



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 should be 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.

WiiMO GUI - SMD - PAGE

Code Search | Pointer Search | Memory Viewer | Breakpoints | Disassembler | GCT Codes | Screen Capture | FST

Memory Range  
 80 Start: 80000000 End: 81800000

Value Type  
 Last Value  
 Specific Value

Compare Type  
 Equal  
 Not equal  
 Less than  
 Less or equal  
 Greater than  
 Greater or equal  
 Flag Search  
 Different by :

Data Size  
 8 bits  
 16 bits  
 32 bits

24 codes found Page 1/1

Address	Old Value	Value
80157596	0001	0002
801575AE	0001	0002
801575BA	0001	0002
801A3618	0001	0002
801DE620	0001	0002
801DE680	0001	0002
801DE6E0	0001	0002
801E0A12	0001	0002
801E0B28	0001	0002
801E0B52	0001	0002
801E0B7C	0001	0002
801E0BA6	0001	0002

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.

Code Search | Pointer Search | Memory Viewer | Breakpoints | Disassembler | GCT Codes | Screen Capture | FST

Take Snapshot **801DE690** Show Snapshot

Auto-Update  
 On/Off

80 801DE680

Display Type  
 Hex  
 ASCII

Search  
  
 Case Sensitive  
 Unicode

Display	00010203	04050607	08090A0B	0C0D0E0F
801DE600	00000000	00000000	00000000	00000000
801DE610	00000000	00000000	FFFFFFFFC	FFFFFFFFC
801DE620	0000FFBD	FFEB004B	00000000	00000000
801DE630	00000000	00000000	00000000	00000000
801DE640	00000000	00000000	00000000	00000000
801DE650	00000000	00000000	00000000	00000000
801DE660	00000000	00000000	00000000	00000000
801DE670	00000000	00000000	00000000	00000000
801DE680	0000FFC3	FFF1004D	00000000	00000000
801DE690	00000000	00000000	00000000	00000000
801DE6A0	00000000	00000000	00000000	00000000
801DE6B0	00000000	00000000	00000000	00000000
801DE6C0	00000000	00000000	00000000	00000000
801DE6D0	00000000	00000000	00000000	00000000
801DE6E0	0000FFC3	FFF1004D	00000000	00000000
801DE6F0	00000000	00000000	00000000	00000000

Floating Value :  
 9.17149844 e-41

801DE680 is our Button Activator address for WiiMote Pad1  
 281DE680 0000XXXX  
 INSERT CODE ADDRESSES  
 E000000 80008000