

#0908 Classic Linker N64™ User Manual

Main features

Connects N64™ controllers to GC™ / Wii™.

- Build-in two sets of *KEY MAPPING*.
- Free *BUTTON SWAP* function.
- Supports *ANALOG STICK ADJUST* function.
- Supports *RUMBLE* function.
- Supports N64™ controllers in N64™ games on Wii™ perfectly.

Connects PS™ / PS2™ / Wii™ Classic controllers to GC™ / Wii™.

- Programmable *AUTO FIRE* function.
- Supports *RUMBLE* function.
- Supports PS™ dancing mat.

Connection

1. Connect N64™ / PS™ / PS2™ / Wii™ Classic controller to Classic Linker N64™.
2. Connect Classic Linker N64™ to GC™ / Wii™, and it would be recognized as a GC™ controller.

* The red LED on Classic Linker N64™ will keep solid red.

***AUTO FIRE* function (for PS™ / PS2™ / Wii™ Classic controllers only)**

1. Hold START, and hit the button(s) you want to set.
2. Release START, the button(s) will be set to *AUTO FIRE*.

* To disable the *AUTO FIRE* function, please repeat the above steps.

* When user press a button with *AUTO FIRE* function enabled, the red LED will keep flashing to indicate that.

* Reconnect Classic Linker N64™ will reset the setting.

Swap between two **KEY MAPPING** modes (for N64™ controllers only)

There are two build-in **KEY MAPPING** modes, which are specially designed to match the key settings of different N64™ games on Wii™ (Virtual Console).

Change **KEY MAPPING** modes

1. Hold START for 1-2 sec, the red LED will turn OFF. Don't release START.
2. Hit D-PAD (LEFT) to enable mode 1, or hit D-PAD (RIGHT) to enable mode 2.
3. Release START, the red LED will turn ON again, and new **KEY MAPPING** mode is enabled.

* Mode 1 is default.

* Refer to the table below : N64™ controller (mode1), N64™ controller (mode 2).

* Reconnect Classic Linker N64™ will reset the setting.

BUTTON SWAP function (for N64™ controllers only)

Swap buttons

Hold the two buttons you want to swap, and hit the START button. The buttons will be swapped.

* Repeat this step could swap other keys.

Reset swapped buttons

1. Hold START for 1-2 sec, the red LED will turn OFF. Don't release START.
2. Hit D-PAD (DOWN).
3. Release START, the red LED will turn ON again, and all the swapped buttons will be reset.

* Reconnect Classic Linker N64™ will also reset the setting.

KEY MAPPING table

GC™ controller	PS™ / PS2™ controller	Wii™ Classic controller	N64™ controller (mode 1)	N64™ controller (mode 2)
Up	Up	Up	Up	Up
Down	Down	Down	Down	Down
Left	Left	Left	Left	Left
Right	Right	Right	Right	Right
/	/	/	/	C (up)
/	/	/	/	C (down)
X	△	X	/	C (right)
Y	□	Y	/	C (left)
B	×	B	B	B
A	○	A	A	A
Z	L1 / R1	ZL / ZR	Z	Z
L	L2	L	L	L
R	R2	R	R	R
START	START / SELECT	START / SELECT	START	START
Analog stick (left)	Analog stick (left)	Analog stick (left)	Analog stick	Analog stick
Analog stick (right)	Analog stick (right)	Analog stick (right)	C (up / down / left / right)	/

* For N64™ controller (mode2), the buttons C(up) and C(down) are compatible with the **BUTTON SWAP** function.

***ANALOG STICK ADJUST* function** (only for fixing defective analog stick of N64™ controllers)

After being used for a long time, the analog stick of most old N64™ controllers could not reach their full range. This function could solve the problem.

Adjust procedure

1. Hold START for 1-2 sec, the red LED will turn OFF. Don't release START.
2. Turn the analog stick for a circle such that the analog stick reaches it's maximum range.
3. Release START.

Reset

1. Hold START for 1-2 sec, the red LED will turn OFF. Don't release START.
2. Hit D-PAD (DOWN).
3. Release START, the red LED will turn ON again, and the setting will be reset.

* Reconnect Classic Linker N64™ will also reset the setting.

Proper setting of *KEY MAPPING* modes and *BUTTON SWAP* function.

(to use N64™ controllers in N64™ games on Wii™ perfectly)

The N64™ games on Wii™ (Virtual Console) are specially designed to support GC™ controllers. As the key layout of GC™ and N64™ controllers are different, it is inconvenient to use N64™ controllers (with Classic Linker N64™) in some N64™ games (Virtual Console on Wii™). With proper setting of *KEY MAPPING* modes and *BUTTON SWAP* function, this problem could be solved. Please refer to the examples below.

Example 1 : Mario 64

Without changing the default setting, N64™ controller would support this game perfectly.

Example 2 : Super smash bros. melee

Swap R and Z of the N64™ controller with the *BUTTON SWAP* function, N64™ controller would support this game perfectly.

Example 3 : Sin and Punishment

Set the *KEY MAPPING* mode to mode 2, and then swap L and Z of the N64™ controller with the *BUTTON SWAP* function, N64™ controller would support this game perfectly.

For any inquiry or feedback, please kindly inform us. sales@hkems.com