



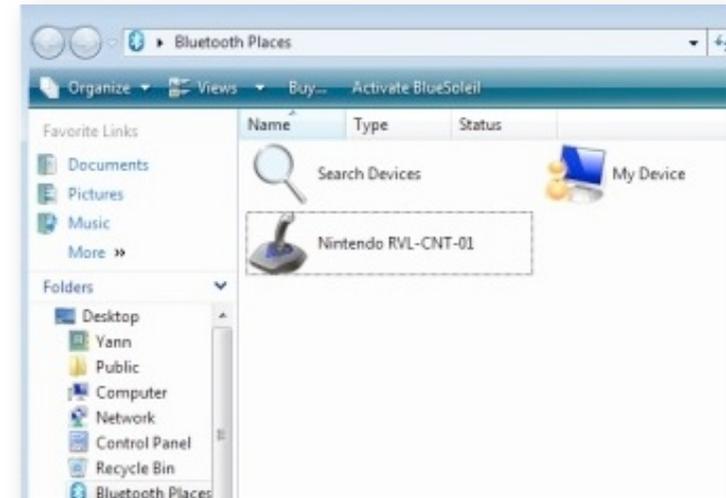
Connecting the Wiimote

To use the Wiimote with your Windows computer (Vista or XP), you need to have a Bluetooth receiver and the BlueSoleil drivers installed. Unfortunately, not all Bluetooth devices are guaranteed to work with the Wiimote, even with the BlueSoleil drivers. You will just have to try it out for yourself! To download the BlueSoleil Drivers, visit this page: <http://www.bluesoleil.com/download/index.asp> (be sure to download the correct drivers for your version of Windows).

Once you have downloaded and installed BlueSoleil, follow the instruction on this page to connect your Wiimote to the computer for the first time: <http://www.wiili.org/index.php/HowTo:BlueSoleil>

You should only have to do all of that once. When the Wiimote is installed on your computer with BlueSoleil, do the following things to get the LoopMachine or SiimpleSynth up and running:

1. Open your Bluetooth Places window by clicking on the blue Bluetooth logo in the lower right corner of your screen, or finding it in the control panel. You should see a window like the one pictured here.



2. On your Wiimote, press buttons 1 and 2 together at the same time. The blue lights should start flashing. Double click on the "Nintendo RVL-CNT-01" icon in the Bluetooth Places window. It should establish a connection, and the icons should turn green, as in the bottom image shown here.



Once the Wiimote is connected, open up the LoopMachine or SiimpleSynth and click "connect". The lights on the Wiimote should stop flashing, and the software is ready to go! Just turn on the audio engine and start jamming out.

