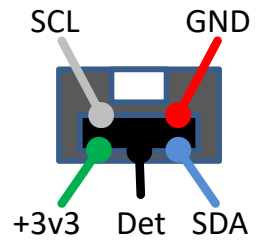


# Wii Nunchuk Transceiver

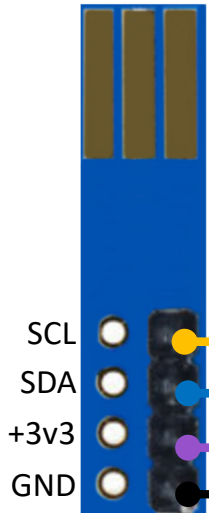
## Wiring Diagrams



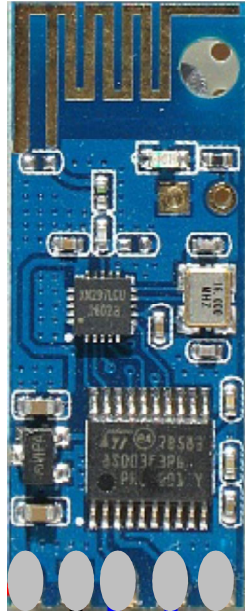
# Wii Nunchuk Controller Wiring



To Nunchuk Controller



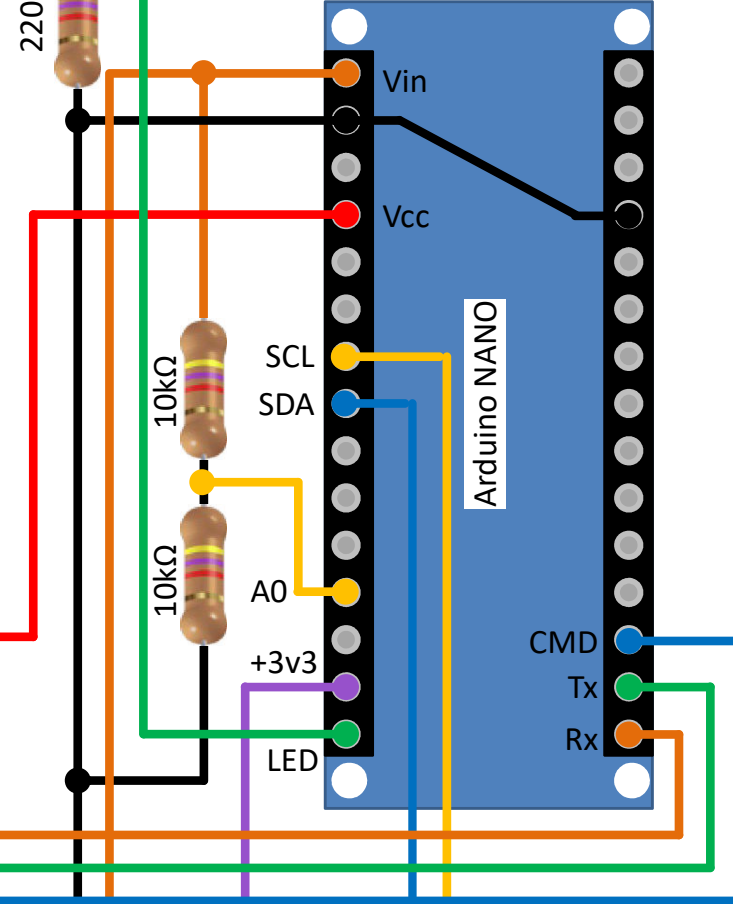
Top View



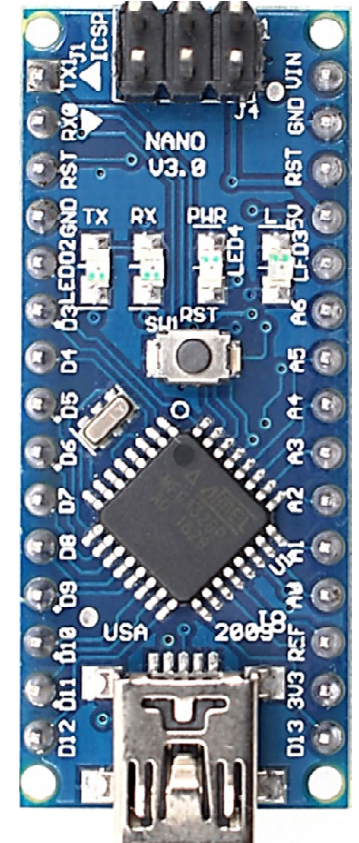
Bottom View



Bottom View



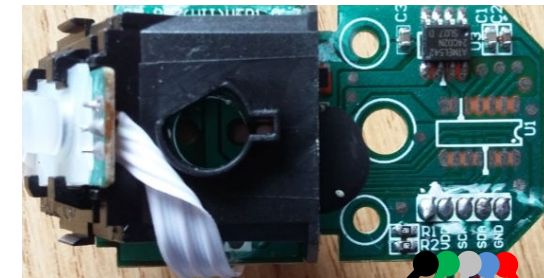
Top View



1N4006



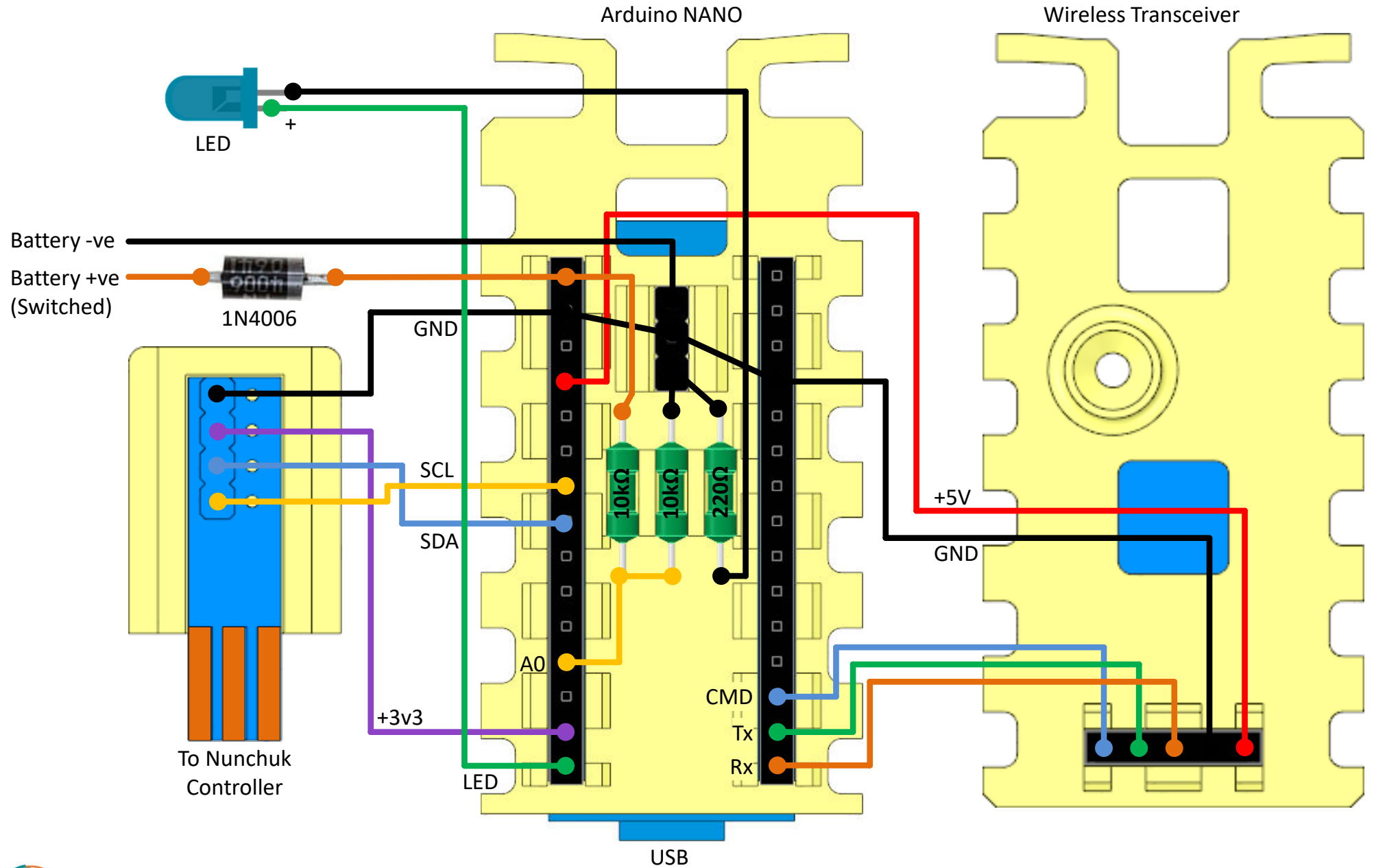
ON/OFF Power Switch



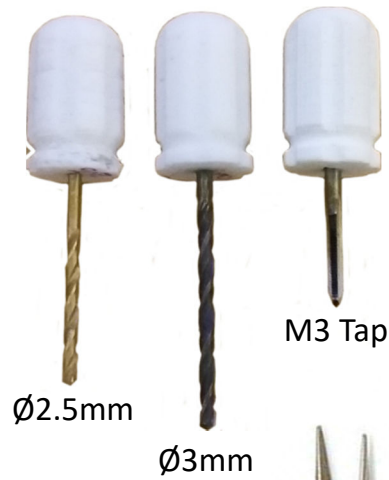
Nunchuk Controller



# Wii Nunchuk Controller Physical Wiring



# Hand Tools & Consumables



Ø2.5mm

Ø3mm

M3 Tap



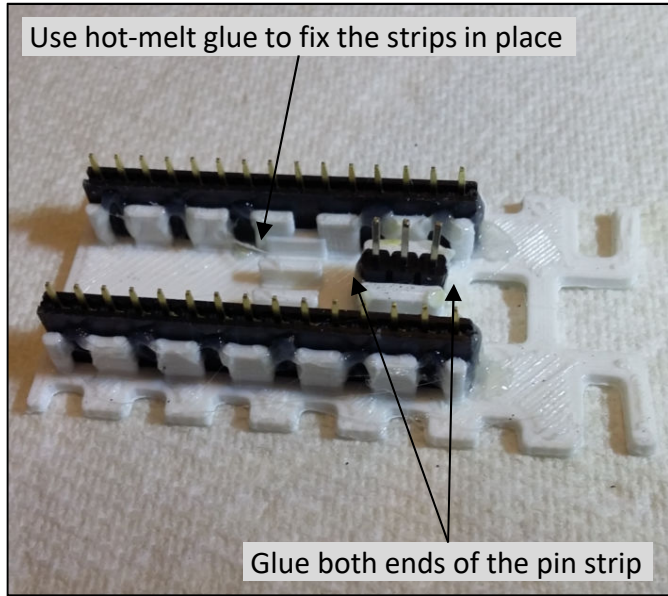
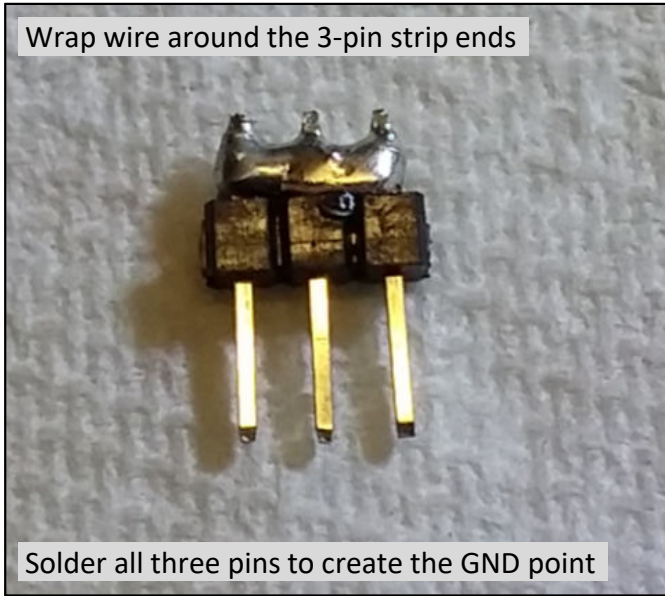
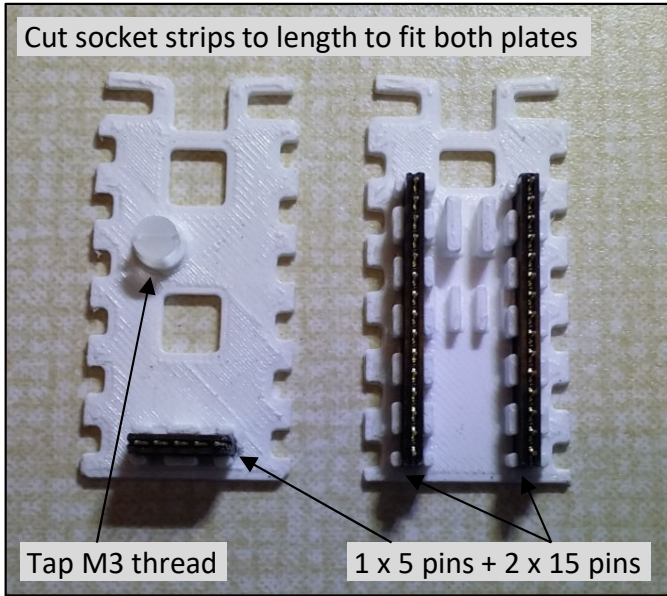
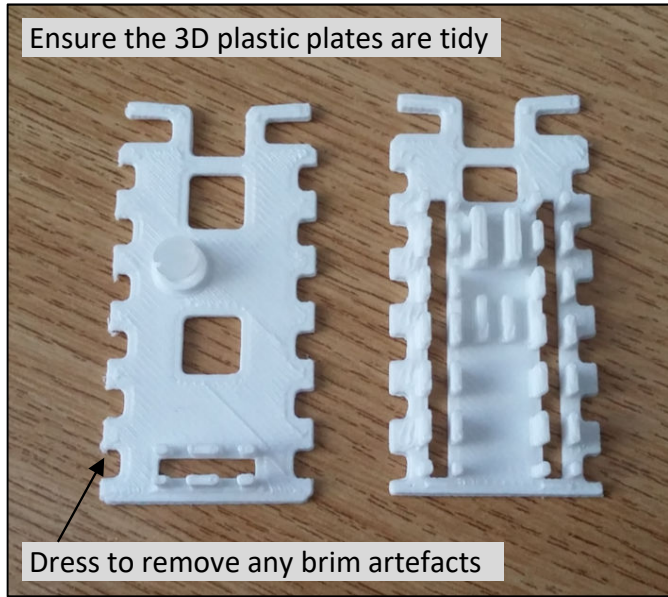
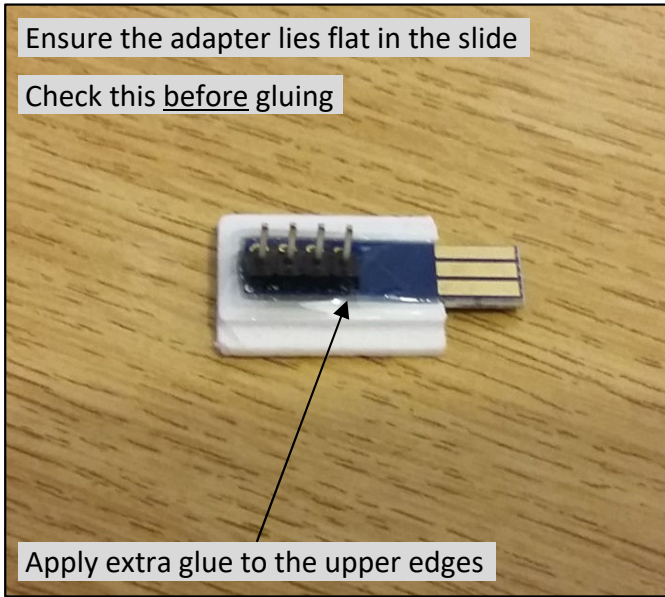
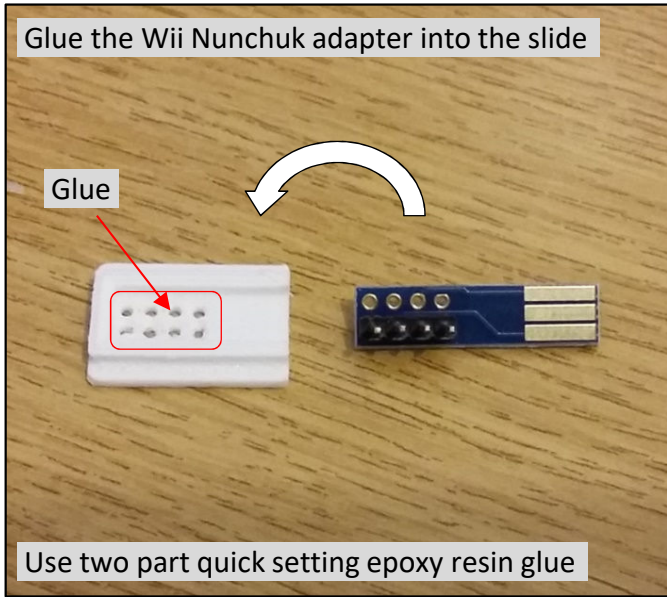
All colours not shown

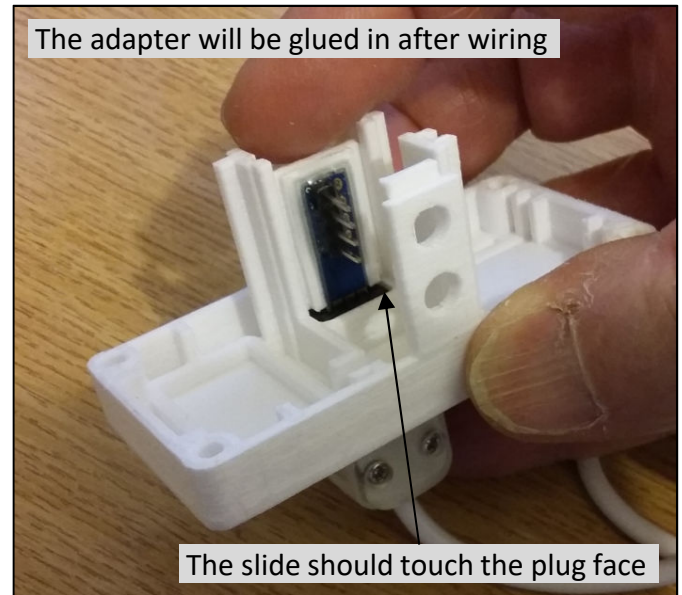
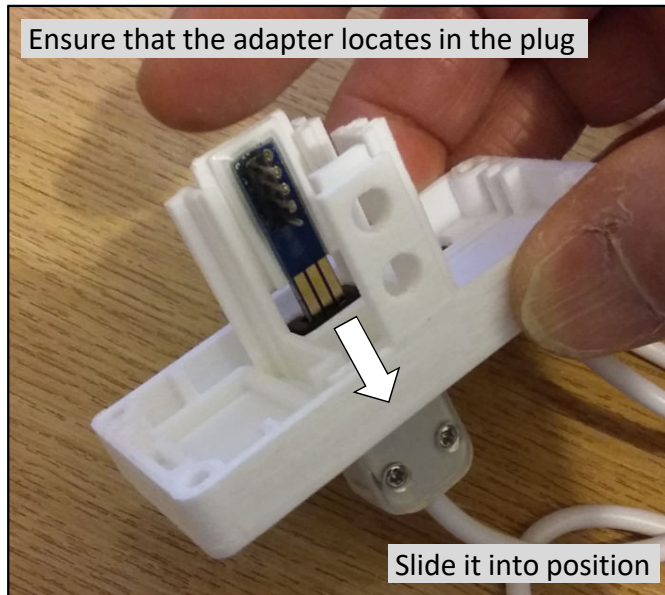
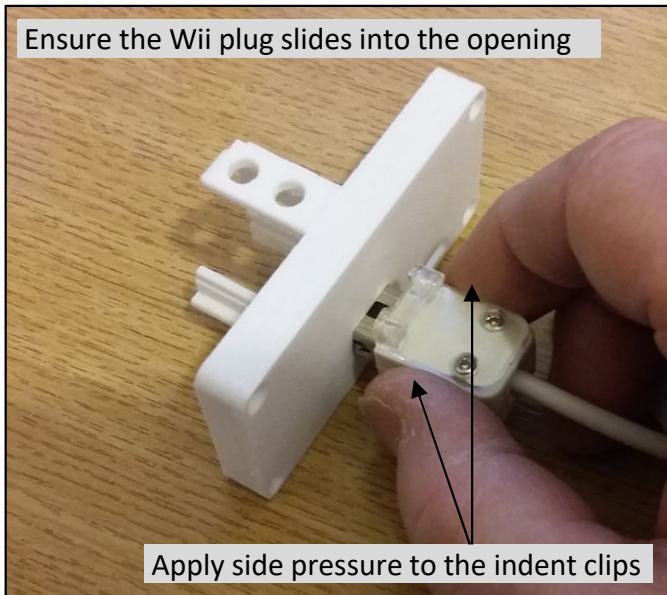
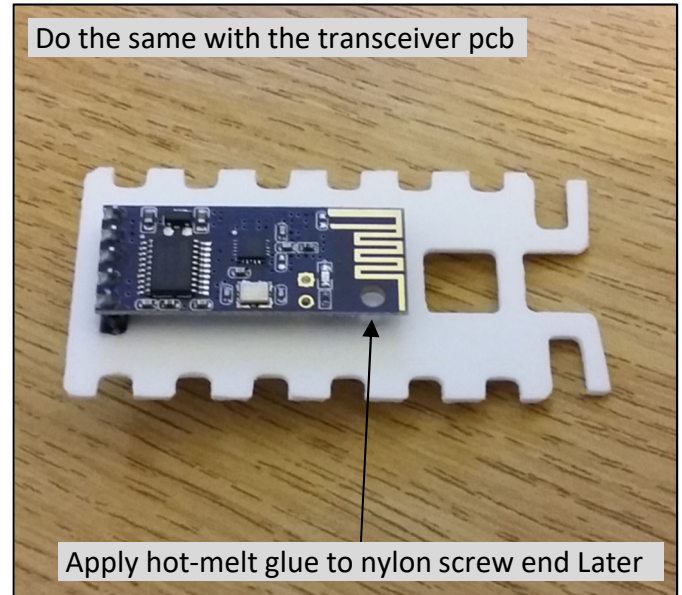
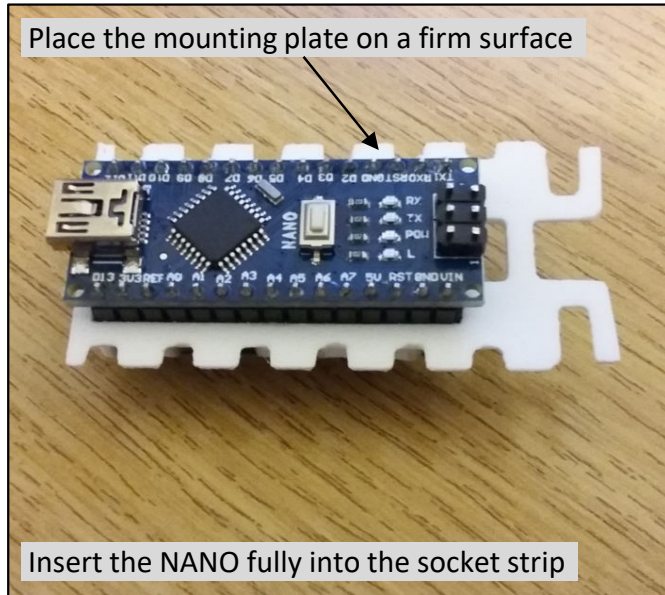
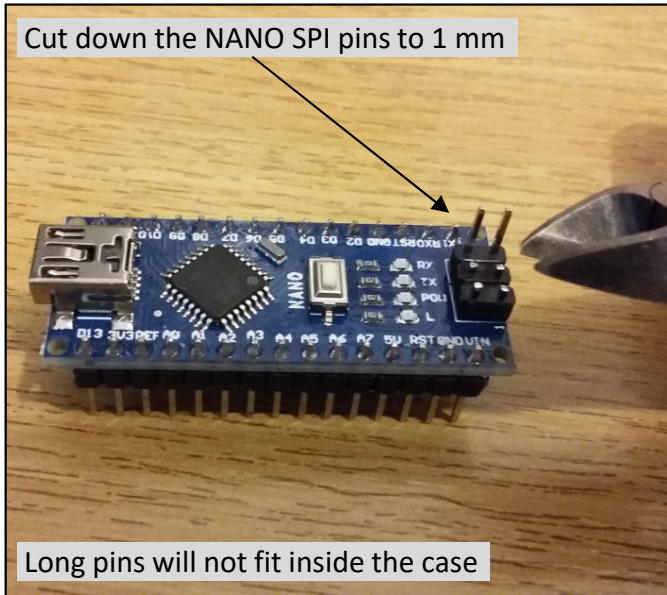


I extrude thin glue rods, which I later use with an iron set to 250°, to apply the glue in a more precise manner fusing it into the PLA plastic.

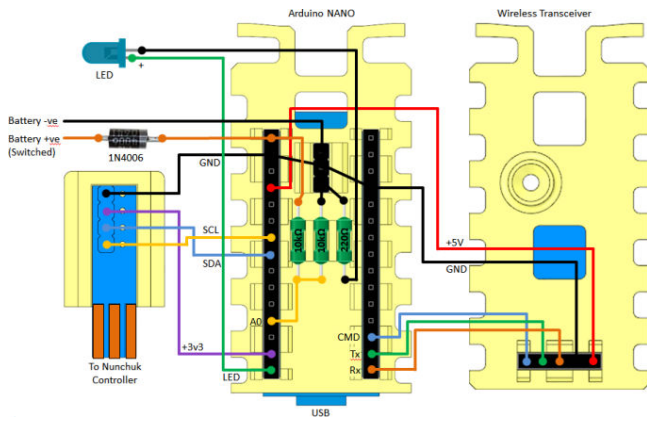


Wire wrapping is used as it allows you to quickly build your circuits, test them and easily modify them as needed. You can later solder the wrapped connections for extra security, once the circuit is proven.



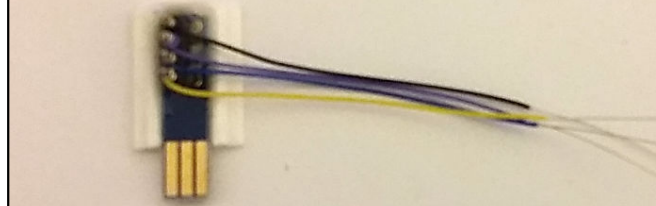


Refer to the wiring diagram in the next steps



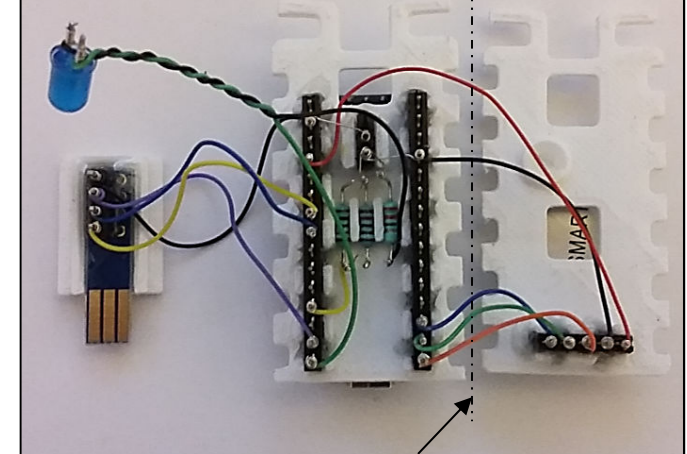
Position the 3 plates next to each other as shown

Attach wire wrap wire to the Wii adapter



Ensure sufficient length to reach the NANO

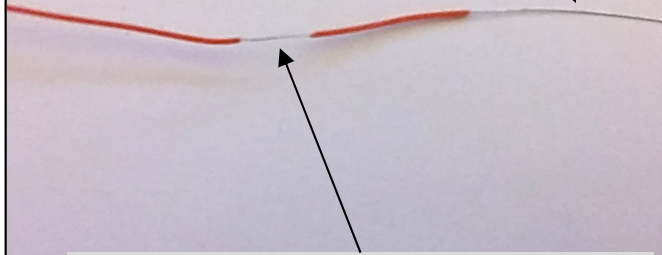
Proceed to wire up the 3 boards



Note that wires will be folded along this line

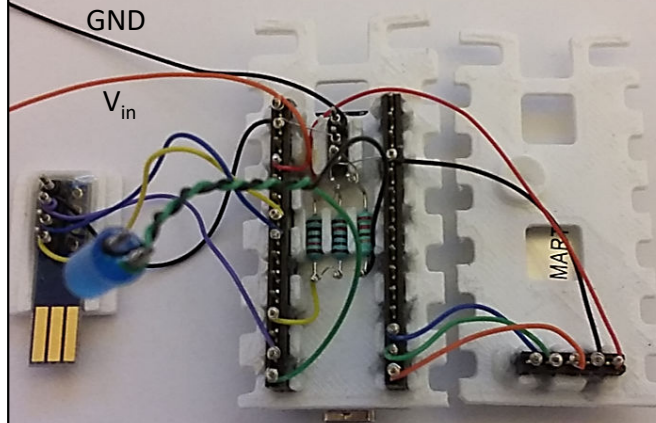
The  $V_{in}$  wire was stripped like this

To 10k $\Omega$  resistor



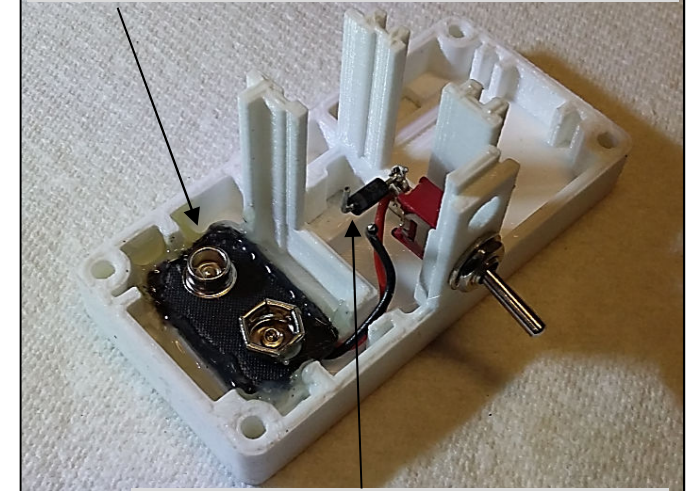
This part is wrapped around  $V_{in}$  pin by hand

The power connections will look like this

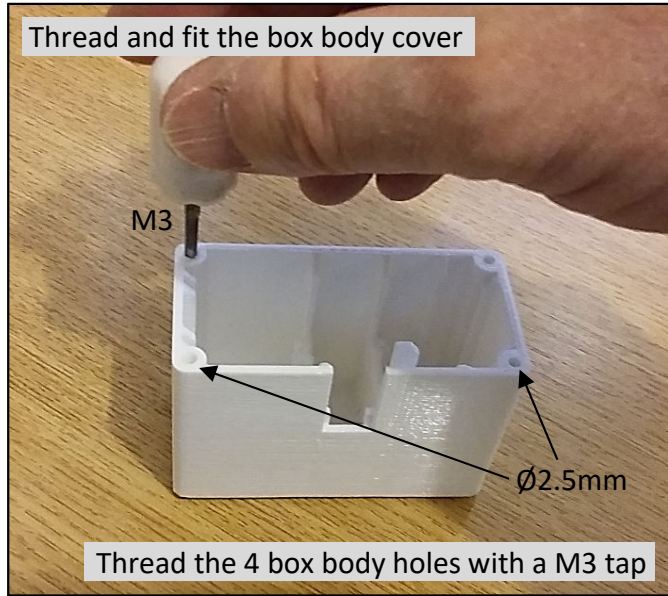
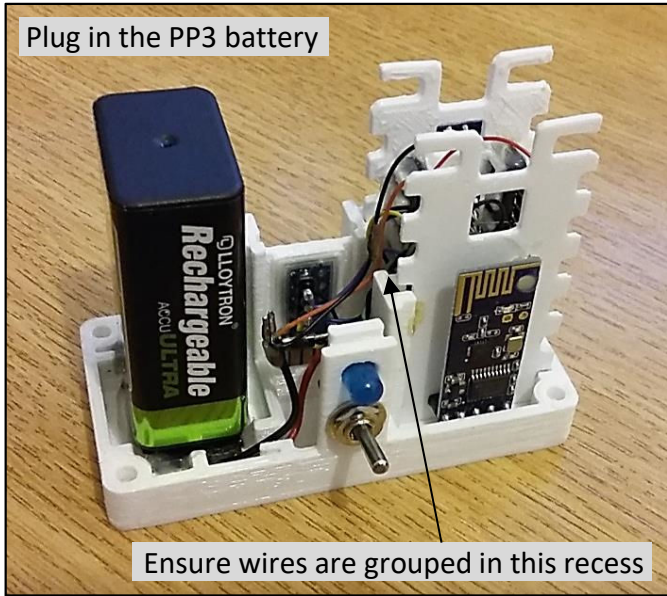
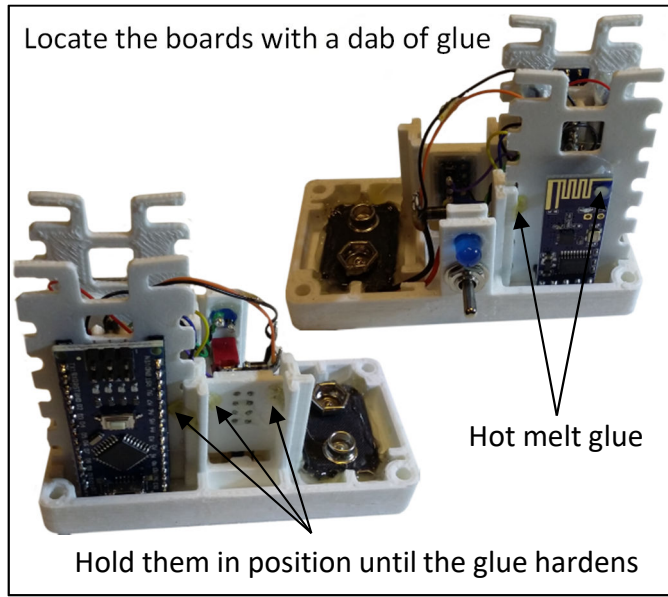
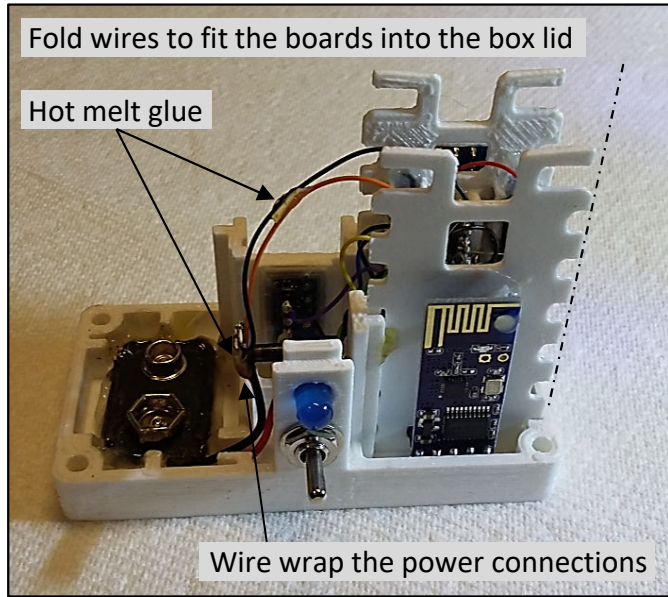
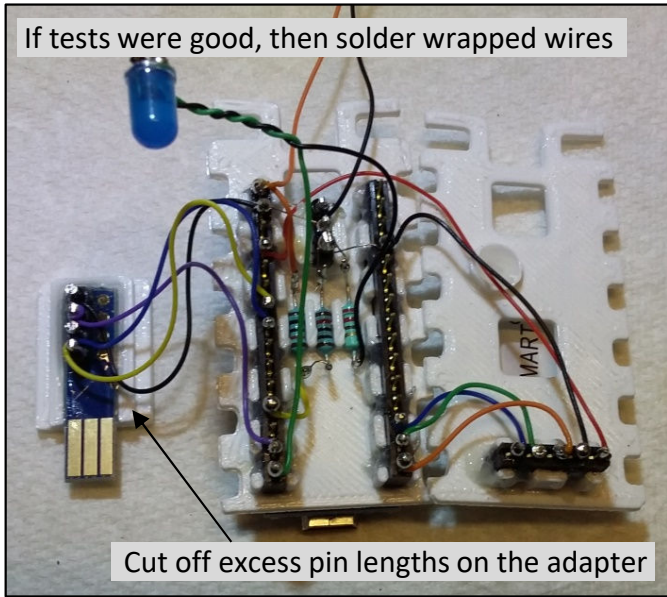


Put code in the NANO and test with Nunchuk

Attach wires to the battery connector and glue in



Connect the 1N4006 diode to the switch



## PP3 Battery Voltage Health Monitoring

See PP3 discharge curve obtained from the internet.

Assume new battery max PP3 voltage is  $V_{BM} = 10\text{v}$

I measured my rechargeable PP3 at  $8.65\text{v}$  when connected and ON.

Voltage drop across 1N4006 protection diode is  $V_D = 0.77\text{v}$

Assume  $V_{in\ max} = V_{BM} - V_D = 9.23\text{v}$

Set battery warning point at  $V_B = 7.17\text{v}$  ( $V_{in} = 6.4\text{v}$ )

Set battery critical point at  $V_{BC} = 6.97\text{v}$  ( $V_{in} = 6.2\text{v}$ )

Arduino voltage regulator works well down to  $6.2\text{v}$

At max battery voltage, A0 input must be  $\leq 5\text{v}$ . Hence resistor divider network values will be set as equal.

So  $V_{in\ max}$  at  $10\text{v}$ ,  $A0 == 4.615\text{v}$ , which is 944 on 10-bit ADC

WARNING:  $V_{in} = 6.4\text{v}$ , gives  $A0 = 3.2\text{v}$ , which is 655 on ADC

CRITICAL:  $V_{in} = 6.2\text{v}$ , gives  $A0 = 3.1\text{v}$ , which is 634 on ADC

The Arduino code will sample the battery voltage on power-up to ensure it is sufficient, then at every 100ms interval, calculating a one second average (/10) to remove noise.

Resistor values are equal and suggested to be in the range  $10\text{k} - 50\text{k}\Omega$ , to reduce wasted power consumption. I used  $10\text{k}\Omega$ .

Note: If connected to USB port with internal battery not switched on the ADC will read a value approximately half that of the USB voltage, specified as  $5\text{v} + 0.25/-0.60 ==$

