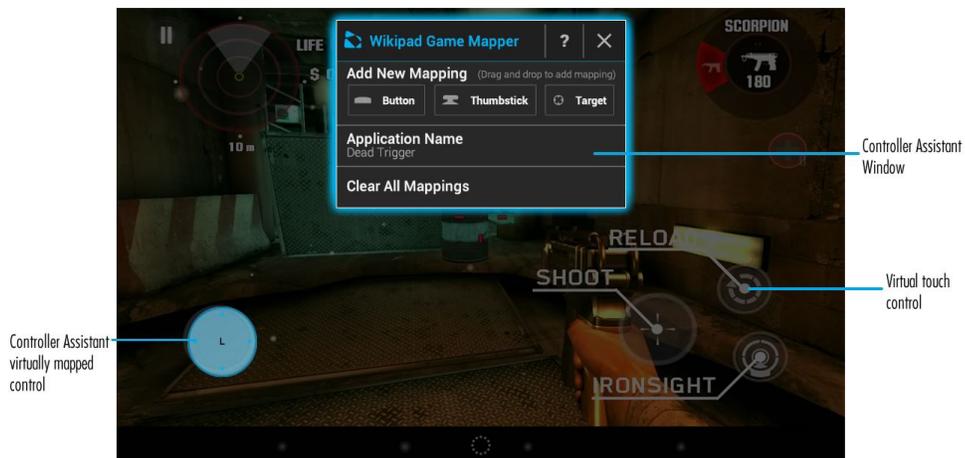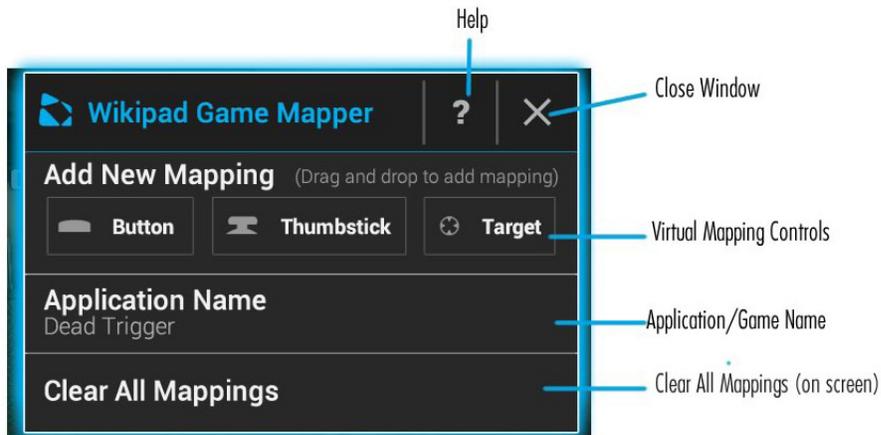# WIKIPAD GAME MAPPER

## WIKIPAD GAME MAPPER (MAPPING TOOL)

The Wikipad Game Mapper is a virtual mapping tool application that is installed on the Wikipad. It allows you to link virtual controls of a touch screen game to the physical controls of the Wikipad.

The Wikipad Game Mapper is designed to enhance and customize your personal gaming experience using the latest touch to map technology. With the three types of virtual controls: Button, Thumbstick and Target you can take just about any touch screen game and assign Wikipad's physical controls for the ultimate immersive gaming experience.

## WIKIPAD GAME MAPPER OVERVIEW

Help

Close Window

Virtual Mapping Controls

Application/Game Name

Clear All Mappings (on screen)

# GETTING STARTED WITH THE WIKIPAD GAME MAPPER

To begin mapping start up your favorite game, open the Wikipad Game Mapper by tapping on the Wikipad logo from the Status Bar located at the bottom of your screen. Once the Wikipad Game Mapper window is displayed on the screen simply drag a virtual control and place it over a touch control. Then press the physical Wikipad control you wish to assign to that action.



Wikiapd Game Mapper

## THE CONTROLS

**Button:** This is for the A,B,X,Y, Bumpers (L1, R1), Triggers (L2, R2) and the Directional Pad (Up, Down, Left, Right)

**Thumbstick:** This is for the directional analog sticks, typically for moving your in game character.

**Target:** This is for the targeting analog sticks, typically for rotating your in game character.

## EXAMPLE MAPPING:



# EDIT WIKIPAD GAME MAPPINGS

To edit mapping simply tap on an assigned virtual control, the virtual control will then be highlighted blue and the edit menu will appear. With the edit menu you can Reassign and Remove any virtual control. The Thumbstick and Target controls offer additional edit options such as a Resize feature and a Speed feature to adjust the sensitivity for the Target control.
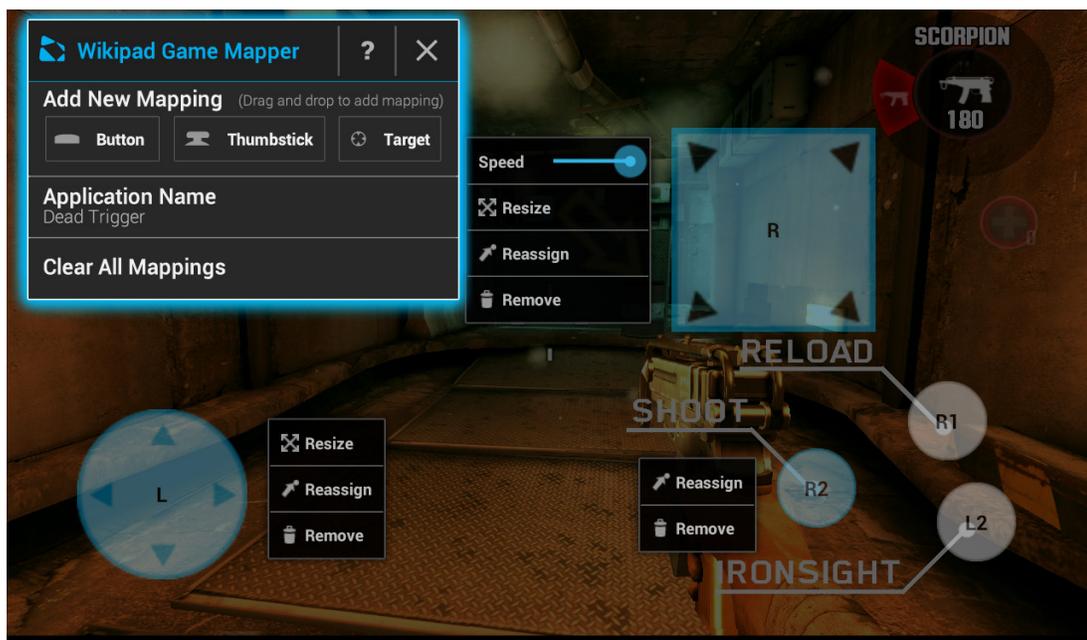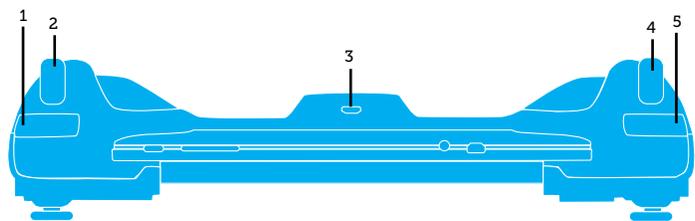
# GAME CONTROLLER OVERVIEW

## FRONT VIEW

1       Select Button

2       Start Button

3       Left Analog Stick

4       Right Analog Stick

5       Directional Pad

6       Y Button

7       X Button

8       B Button

9       A Button
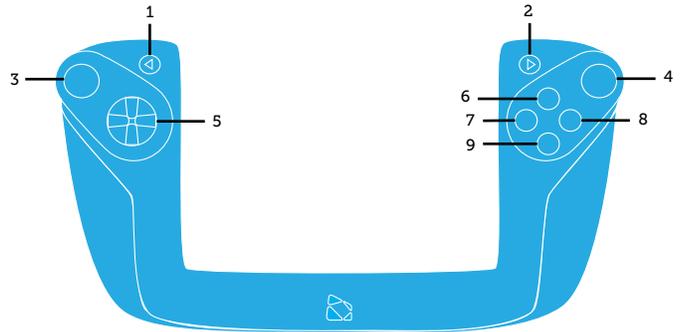
## TOP VIEW

1       Left Bumper (L1)

2       Left Trigger (L2)

3       USB Charging Port

4       Right Trigger (R2)

5       Right Bumper (R1)

# CONNECTING WIKIPAD 7 WITH GAME CONTROLLER

Be sure to insert the tablet gently but firmly into the game controller to prevent damage to the connectors.

Slide the tablet into the slot at the top of the controller with the docking port at the bottom.

To confirm a positive connection, turn your tablet on by holding down the on/off button for several seconds and then releasing.

When the tablet is powered on and the controller is connected properly, the LED at the bottom center of the controller will glow

BLUE