

Autodesk Design Review Wiimote Navigation Add-in

I. Setup

To use the Autodesk Design Review Wiimote Navigation Add-in, you need to:

- i) Download and install Autodesk Design Review 2009 from <http://usa.autodesk.com/adsk/servlet/index?id=4086277&siteID=123112>
- ii) Download and install Autodesk Design Review 2009 SP1 from <http://usa.autodesk.com/adsk/servlet/ps/dl/item?siteID=123112&id=11262726&linkID=9338137> (AutodeskDesignReview2009_SP1.msp)
- iii) Download the Autodesk Design Review Wiimote Navigation Add-in from http://labs.autodesk.com/utilities/wiimote_adr/
- iv) Unzip ADR_WII_Patch_v1.02.zip and execute the ADR_WII.msi installer.

II) How to connect to the Wiimote Controller

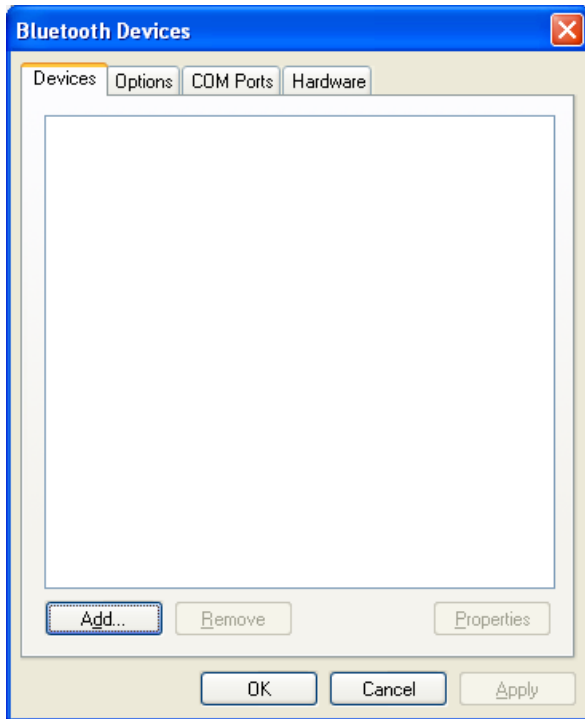
To use your controller on Microsoft Windows, follow these steps to connect the Wiimote via Bluetooth.

1. Open your Bluetooth wireless radio and ensure it is turned on.

Note that the following screen shows the IBM laptop Bluetooth configuration window. The actual window for your system might be different.



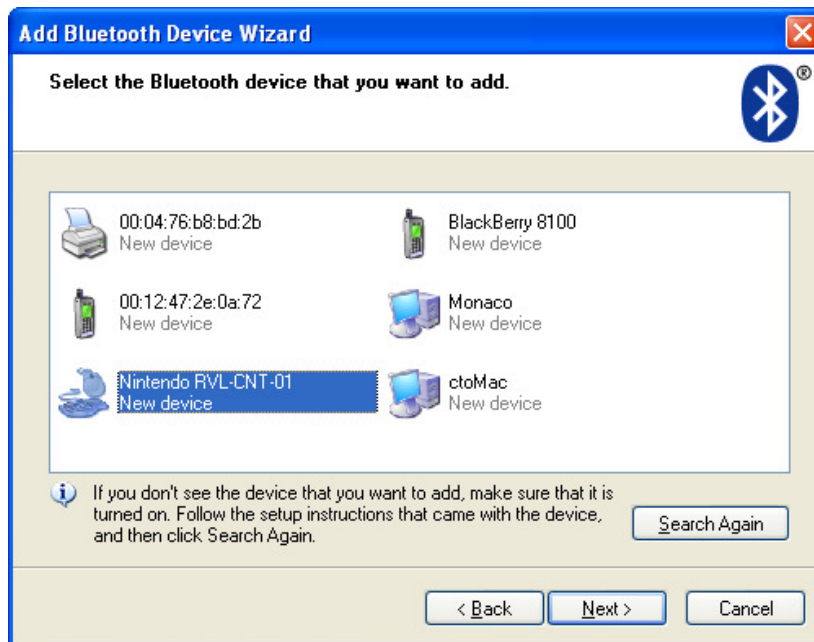
2. Open your Bluetooth device manager from control panel and click the ADD button from the "Device" tab.



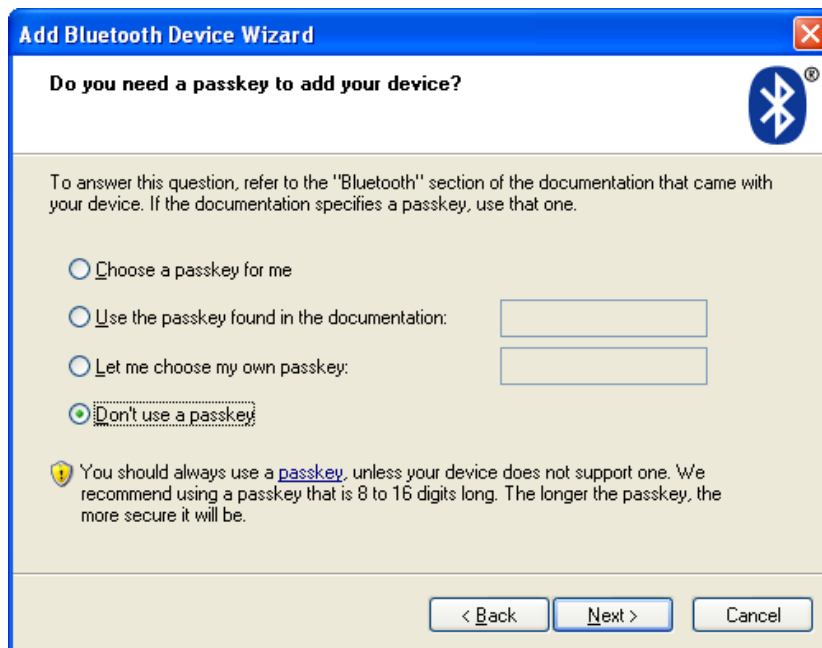
3. From the Add Bluetooth device wizard, check the "my device is set up and ready to be found" option, then click the next button and holding down the "1" and "2" keys simultaneously on the Wiimote. This will cause the blue LEDs on the Wiimote to start blinking.



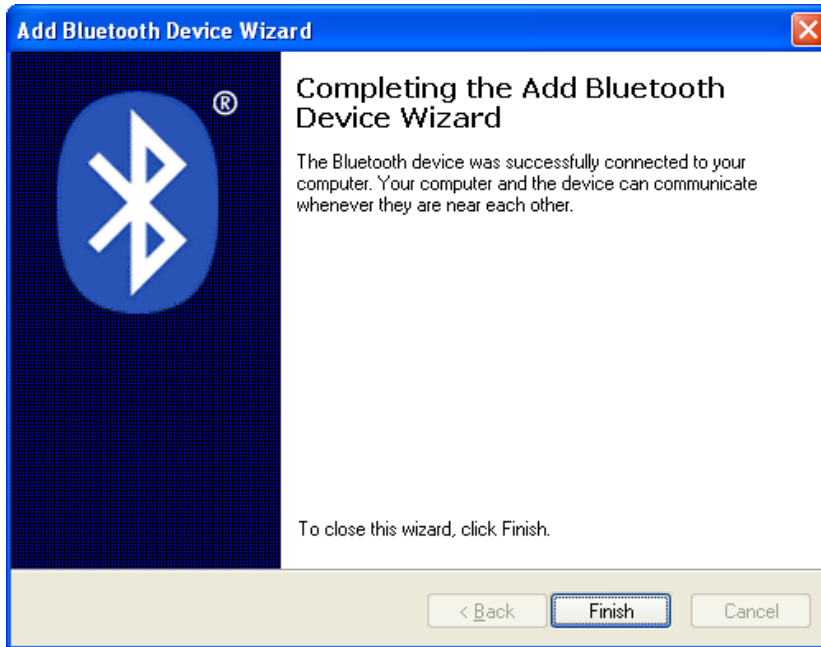
4. The Bluetooth will display all available devices, select the "Nintendo RVL-CNT-01" and click next to add the Wii.



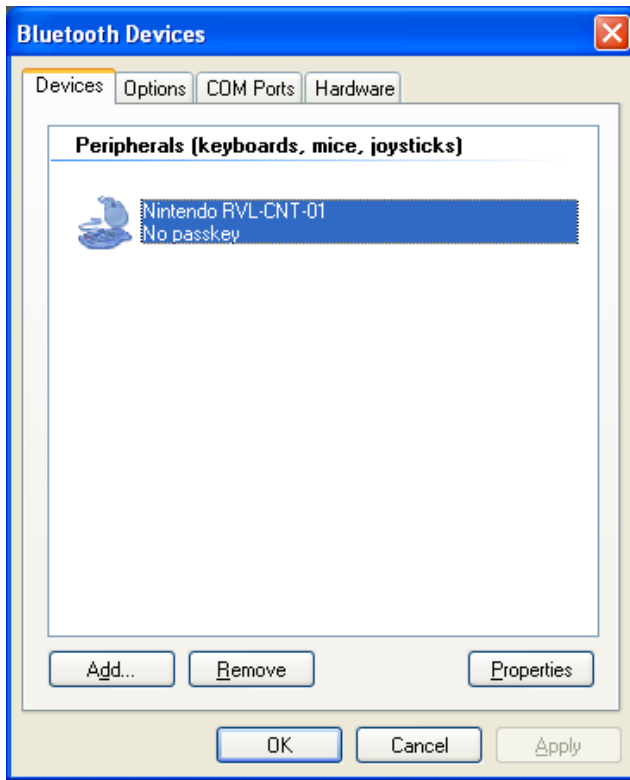
5. On the next screen select option to "Don't use a passkey" and click Next.



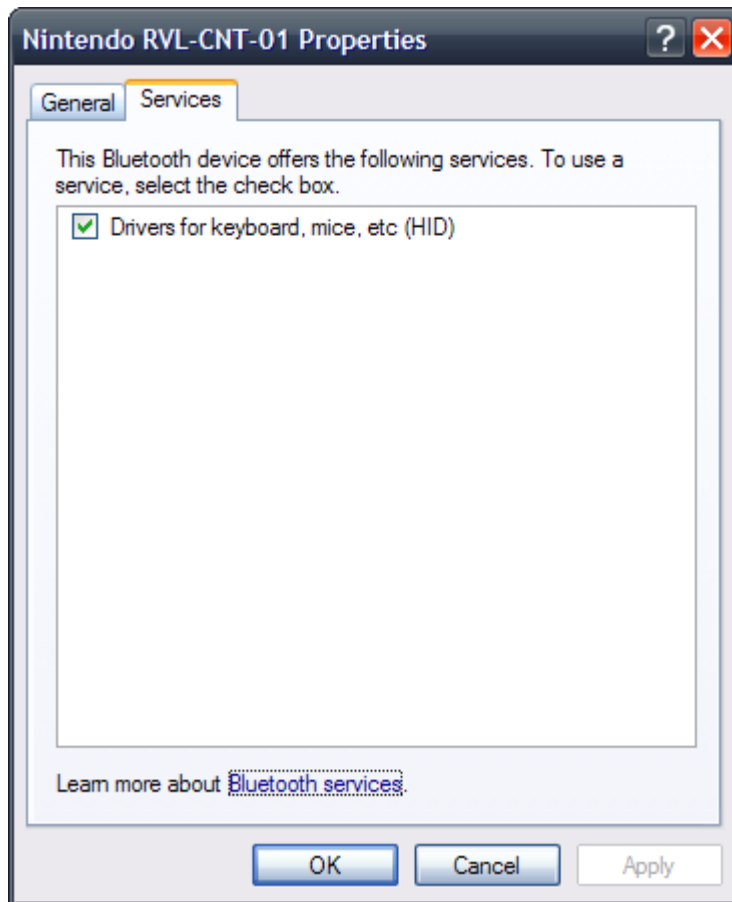
- The connection progress will show in the dialog box. Ensure you are pressing both the "1" and "2" keys on the Wii if you have trouble connecting. Once the dialog shows the device is connected successfully, click the finish button.



- Your Wiimote should now appear in the devices tab as connected.



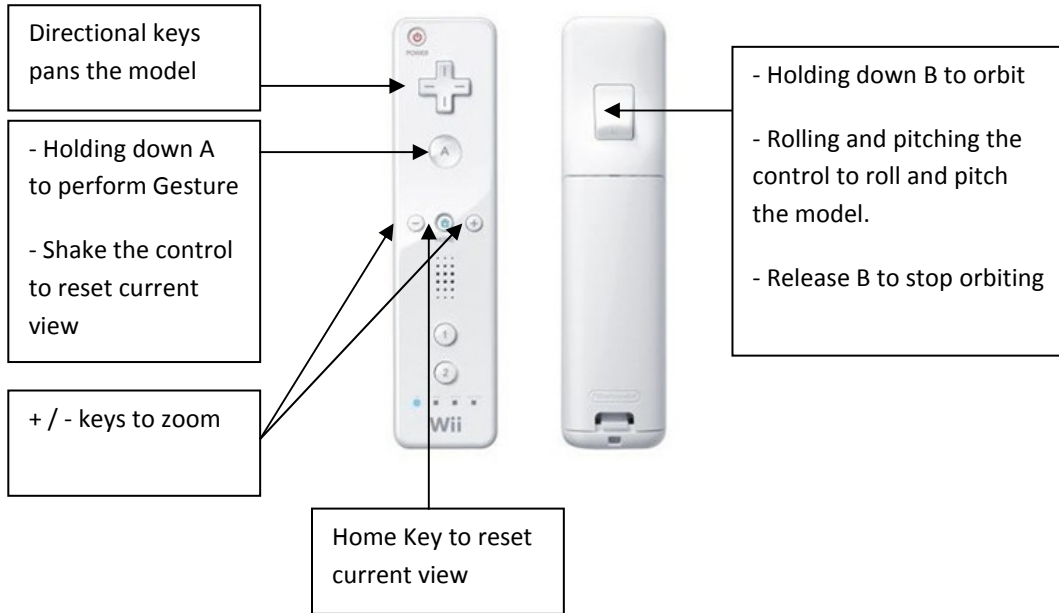
8. Although not required on all laptops, some users must go to the Services tab, and check the box for “Drivers for Keyboard, mice, etc.” and then click OK.



III) How to Control ADR 3D model with a Wiimote

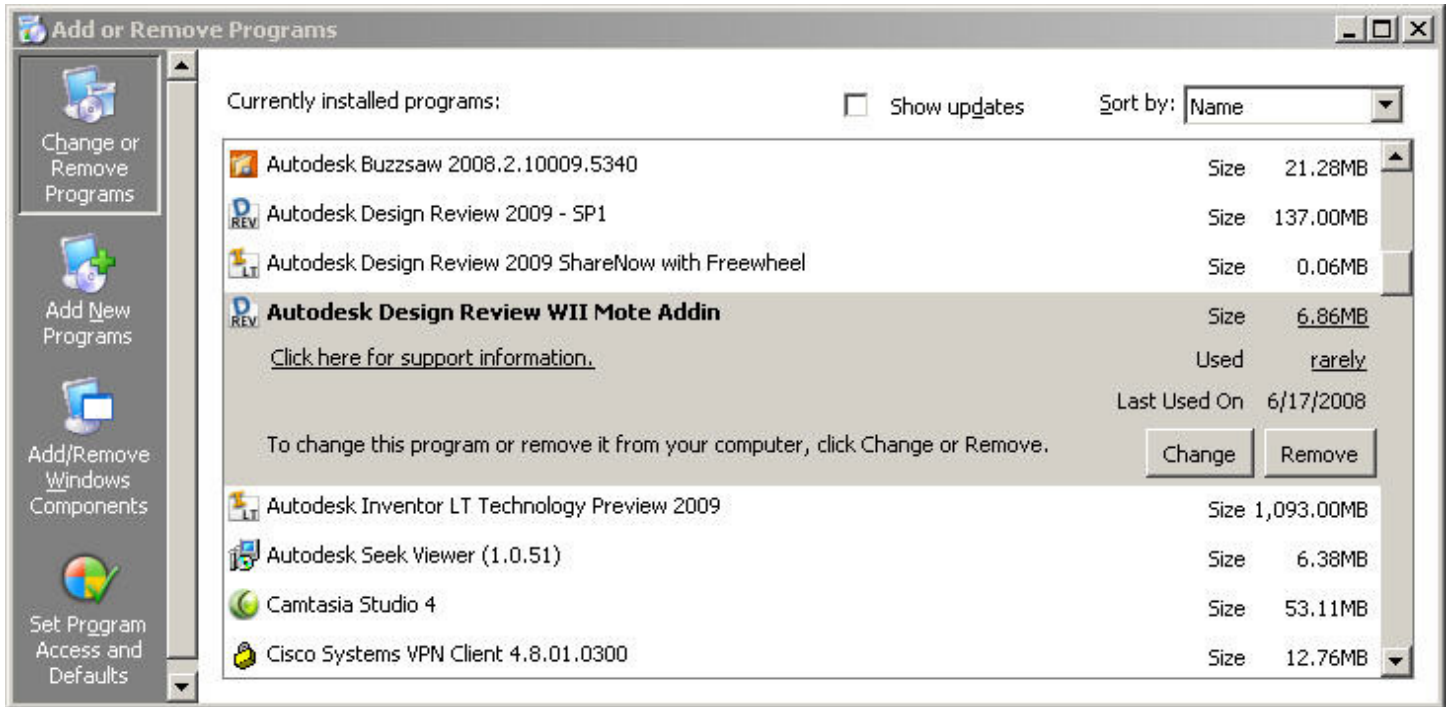
1. Follow the steps in the Setup section to connect Wiimote to your PC.
2. Start Autodesk Design Review and load any 3D model.
3. You should see the LEDs on the Wiimote light up after the model is loaded.

IV) Autodesk Design Review Wiimote Commands



V. Uninstallation

Although the Autodesk Design Review Wiimote Navigation Add-in appears as a separate item in the control panel:



please do not uninstall it. This technology preview is supplied as a patch to Autodesk Design Review SP1. Uninstalling will cause your Autodesk Design Review to stop operating. In the unlikely event that you do need to uninstall your Autodesk Design Review Wiimote Navigation Add-in, you can repair your Autodesk Design Review SP1 install to restore proper operation.

VI. Attribution

The Autodesk Design Review Wiimote Navigation Add-in contains WiiYourself! wiimote code by gl.tter <http://gl.tter.org>.