

for connect

wm.rpt\_mode

while battery < 90

wm.rpt\_mode = RPT\_BTN

BTN = A

if keyboard Q Pressed  
break  
else continue

nunchuk = wm.state['nunchuk']  
Print(nunchuk)

wbut = nunchuk['buttons']

nstick = nunchuk['stick']

wacc = nunchuk['acc']

waccx = wacc[0]

waccy = wacc[1]

waccz = wacc[2]

nstickx = nstick[0]

nsticky = nstick[1]

c = 2

z = 1

c + z = 3

wacc = 0

wm.rpt\_mode = RPT\_Nunchuk

wm.rpt\_mode = RPT\_ACC  
wacc

else

wm.rpt\_mode = 2

wm.rumble = 1

wm.state['battery'] = Battery

echo battery

echo replace battery

constant w/ Pi

value changing

stored value

if buttons & wired. BTN = B

new value =  $\frac{(\text{old value} - \text{old min})}{(\text{old max} - \text{old min})} \times (\text{new max} - \text{new min}) + \text{new min}$

$(\text{old val} - 28) / (220 - 28)$

$\times (180 - 0) + 0$

$((\text{old val} - 28) / (192)) \times 180$

$\text{nxstr} = ((\text{nstick} - 28) / 192) \times 180$

$\text{nxstri} = \text{int}(\text{nxstr})$

nunchuk

stick 28-220

acc

0-255

start move arms up  
end clean quit move arm down

NC fire left light Led 1 Play sound + freeze movement

NZ fire right light Led 2

A head for laser

B head for laser sound

- + = shutdown use for anything else

1 minigun sound

2 Game over when Game over

↑ drum roll

↓ alien theme

← Predator theme

→ kill all sounds

home move arms up start sound movements  
tap again stop movement + return to home

