

<https://geekonarium.de/download/LichtknarreSetup0.9.11.6-test.zip>

<https://geekonarium.de/download/LichtknarreSetup0.9.11.9-test.zip> (testversion)

Please do not share this version with others as the xinput-connector hook is still in alpha phase. We will soon make a shareable version without xinput-connector if xinput connector takes longer to develop.

Found Issues - Feel free to edit (not possible anymore)

1. Problem:
 - a. Retroarch has xinput support but do not list any devices what so ever **(thx maro)**. Dolphin4 /pcx2 1.4 works so far. Retroarch have an xinput plugin. Should work.
 - i. Some processes and retroarch do not check available devices via xinput.dlls, but via other apis. This is not really the official way, but they do it this way (I think).
 1. https://github.com/libretro/RetroArch/blob/master/input/drivers_joystick/xinput_hybrid_joystick.c#L183
 2. That's why these following apis need to be hooked as well:
 - a. <https://www.pinvoke.net/default.aspx/user32.getrawinputdevice>
 - b. Status: 40% fixed. Managed to hook the first 2 needed functions. Now add virtual devices etc.
 2. Apply button did not work in common settings of xinput hook (fixed in 0.9.11.6) **(thx maro)**
 3. When first player has no device, only second player IR calibration is not possible. Check on 2 LED/4LED Tracker plugin. **(Thx sfox!)**
 4. Scroll to top when new hook was applied successful in the list.
 5. Mouse is not usea is not the same as the bottom process names/windows titles/process path-filename notble when editing lensfactor etc in 2 IR LED Tracker calibration process. **(thx JSRetrogamer)**
 6. the order of the 3 categories in the top section windows titles/process path-filename/process names being in the same order, I assumed at first sight that they were 6 different elements when in reality thy are 3., so the UI was more overwhelming than it actually is **(thx maro)**
 7. Add help examples to regex list. Question Buttons **(thx maro)**

Better would be to join discord-chat and speak with me directly:

<https://geekonarium.de/en/lightgun-lichtknarre-about-the-plugin-system/#devcommunity>

Write in channel: #dev-release-testing

News/Changes/Fixes

❖ New Connector plugin: Xinput-hook

➤ Features:

- Xinput Hook connector plugin for emulating Gamepads:
 - Use hooked process rumble feedback
 - ◆ Real emulator rumble feedback!
 - Regex lists for process to be hooked
 - ◆ Explanations in the app
 - Command Line: When emulator checks only xinput dll on startup
 - ◆ Commands are executable even if Lichtknarre runs. New Process will send to the main process and end itself.
 - ◆ Example:
"Lichtknarre.exe --xinput run
C:\Spiele\Emulation\Dolphin\Dolphin.exe --xinput
param -h"
 - xinput param is optional for xinput run

➤ Infos:

- Dolphin Settings:
 - https://drive.google.com/file/d/1AkDkqd_GKrtq5ExEe561EErkBOgMyko0/view?usp=sharing
 - <https://geekonarium.de/download/Lichtknarrerumblesetting.png>
 - <https://geekonarium.de/download/dolphinrumbleconfig.png>
 - <https://geekonarium.de/?p=1878&preview=1&ppp=f56212350a>

❖ Tracker-Plugin: 2 LED wii remote

➤ Features/Fixes:

- 1 LED detection
- Default position not 0,0, no jumping in top left corner when not aiming screen
- Lens factor bug should be fixed from 0.9.10:
<https://geekonarium.de/en/download-changelog-lightgun-lichtknarre-wiimote-line-of-sight-pc-windows/#changelog>

❖ New interpolation

❖ Connector Plugin: Mouse Windows Api++

➤ Features:

- Entertainment mode/Keyboard mode

➤ Fixes:

- Lensfactor ini file fix

players, connected devices and settings

Connectorplugin-setting:xinputHook | WiMote: 001ea943ce0a

select/enable/disable tracking plugin (handles the devices)

☒ Wi 4 IR LED tracking system
 ☐ Wi 2 IR LED tracking system

Name: Wi 4 IR LED tracking system Version: 0.6.0

URL: <https://geekonarium.de/en/lightgun-sichtname-fs>

Description: A tracking system using 4 infrared LEDs for wi motes.

App Settings

☐ show in tray
☐ start minimized
☒ player remember device

settings profiles

Coming soon in a following version.
 Create profiles for players/trackers-plugins/connector-plugins.
 Change profiles based on active tasks.

selected tracking plugin configuration (device specific settings): Wii 4 IR LED tracking system

Getting started:

1. Hold 1 and 2 button on your wii-remote till it appears in the list.
 Alternative you can hold sync-Button. Could take up to 20 sek.
 2. Do LED-calibration if not done yet.
 3. Do gun-calibration if not done yet.
 If your LEDs not directly at the corners of the screen consider to read about default IR offset calibration. ?-Button helps you.

default calibration

2 default LED-calibration

3 default gun-calibration

default IR/Game offset calibration values in %

-1.8

1.8

-2.0

16.9

default offset calibration wizard

settings

☒ show gun preview
☐ gun preview when this app is not focused
 IR-Intensity: **Level1**
☐ bad LED-mode Bad-LED-Framebuffer length: **5**

adjust Angle: **0.0**

Players

P1

A device assigned to this player!

connection plugin

xinputHook

more settings ?

selected connector plugin settings

Adjust Axis:

X:0% Y:0%

reset

tutorial: <https://geekonarium.de/en/lightgun-emulator-configur>

P2

No device assigned to this player!

connection plugin

Mouse (Windows Api)

more settings ?

selected connector plugin settings

Adjust Axis:

X:0% Y:0%

reset

tutorial: <https://geekonarium.de/en/lightgun-emulator-configur>

Connected Devices

device: Wi 4 IR LED tracking system > 001ea943ce0a

Device specific calibrations coming soon. This will allow multiscreen setup etc.

more device Settings

up

down

Big thanks 4 help to: RandyT, steinroller, disknach, JSRetrogamer, Rocamoya :D!!!! It is alot of community work to find really all cases which causes bugs!

Lichtnarre(Lightgun) BETA - 0.9.10.13

players, connected devices and settings

Connectorplugin-setting:xinputHook | WiMote: 001ea943ce0a

select/enable/disable tracking plugin (handles the devices)

☒ Wi 4 IR LED tracking system
 ☐ Wi 2 IR LED tracking system

Name: Wi 4 IR LED tracking system Version: 0.6.0

URL: <https://geekonarium.de/en/lightgun-sichtname-fs>

Description: A tracking system using 4 infrared LEDs for wi motes.

App Settings

☐ show in tray
☐ start minimized
☒ player remember device

settings profiles

Coming soon in a following version.
 Create profiles for players/trackers-plugins/connector-plugins.
 Change profiles based on active tasks.

selected tracking plugin configuration (device specific settings): Wii 4 IR LED tracking system

Getting started:

1. Hold 1 and 2 button on your wii-remote till it appears in the list.
 Alternative you can hold sync-Button. Could take up to 20 sek.
 2. Do LED-calibration if not done yet.
 3. Do gun-calibration if not done yet.
 If your LEDs not directly at the corners of the screen consider to read about default IR offset calibration. ?-Button helps you.

default calibration

2 default LED-calibration

3 default gun-calibration

default IR/Game offset calibration values in %

-1.8

1.8

-2.0

16.9

default offset calibration wizard

settings

☒ show gun preview
☐ gun preview when this app is not focused
 IR-Intensity: **Level1**
☐ bad LED-mode Bad-LED-Framebuffer length: **5**

adjust Angle: **0.0**

Players

P1

A device assigned to this player!

connection plugin

xinputHook

more settings ?

selected connector plugin settings

Adjust Axis:

X:0% Y:0%

reset

tutorial: <https://geekonarium.de/en/lightgun-emulator-configur>

P2

No device assigned to this player!

connection plugin

Mouse (Windows Api)

more settings ?

selected connector plugin settings

Adjust Axis:

X:0% Y:0%

reset

tutorial: <https://geekonarium.de/en/lightgun-emulator-configur>

Diagnosesitzung: 3:26 Minuten

Ereignisse

Prozessspeicher (MB)

CPU (% aller Prozessoren)

Dolphin 4.0

File Emulation Options Tools View Help

Open Refresh Browse Play Stop FullScr ScrShot Config Graphics DSP GCPad Wiimote

Dolphin Emulated Wiimote Configuration

Wiimote 1 | Wiimote 2 | Wiimote 3 | Wiimote 4

Device: XInput/0/Gamepad

Reset Default Clear

Profile: testXinputWrapper

Load Save Delete

Buttons

A Button A

B Button B

1 Shoulder R

2 Shoulder L

Back

Start

Home

Threshold 50

Configure

IR

Up Left Y+

Down Left Y-

Left Left X-

Right Left X+

Forward

Backward

Hide

Center 50

Width 50

Height 50

Swing

Up

Down

Left

Right

Forward

Backward

Dead Zone 0

Tilt

Forward

Backward

Left

Right

Modifier

Dead Zone

Circle Stick 0

Angle 90

Shake

X X & Button

Y

Z

Threshold 50

Extension

Nunchuk

Configure

Rumble

Motor Motor R Motor L

D-Pad

Up Pad N

Down Pad S

Left Pad W

Right Pad E

Threshold 50

Options

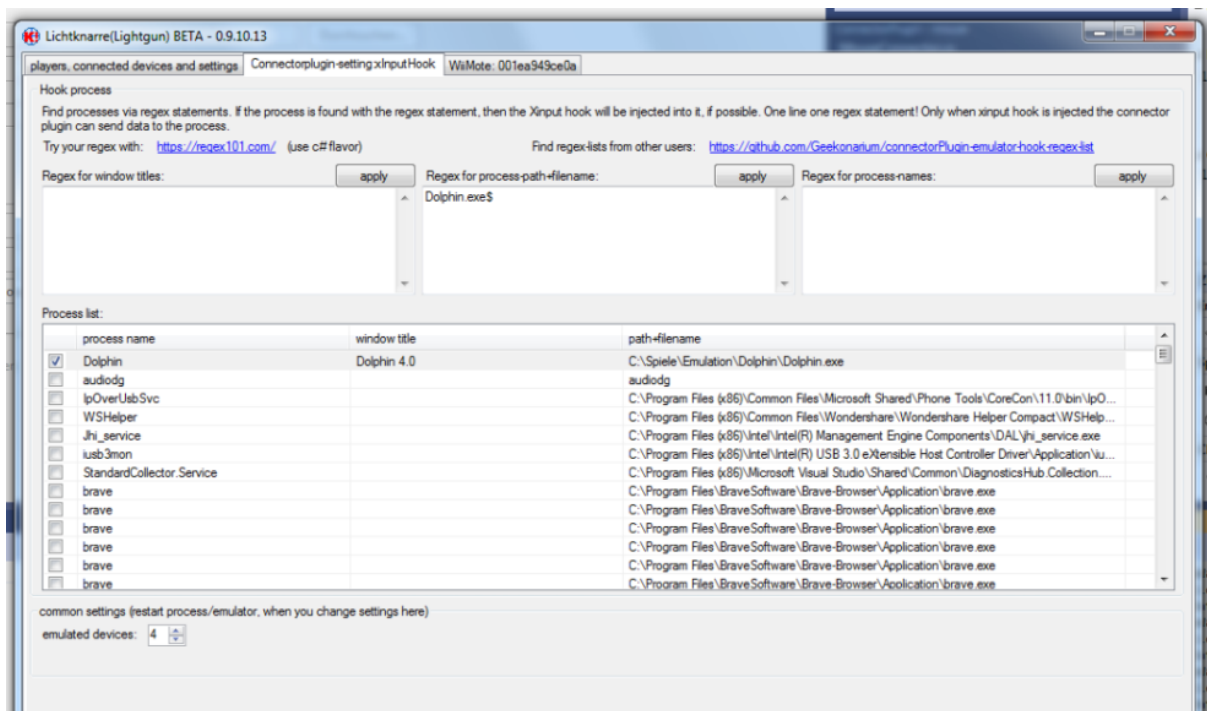
Background Input

Sideways Wiimote

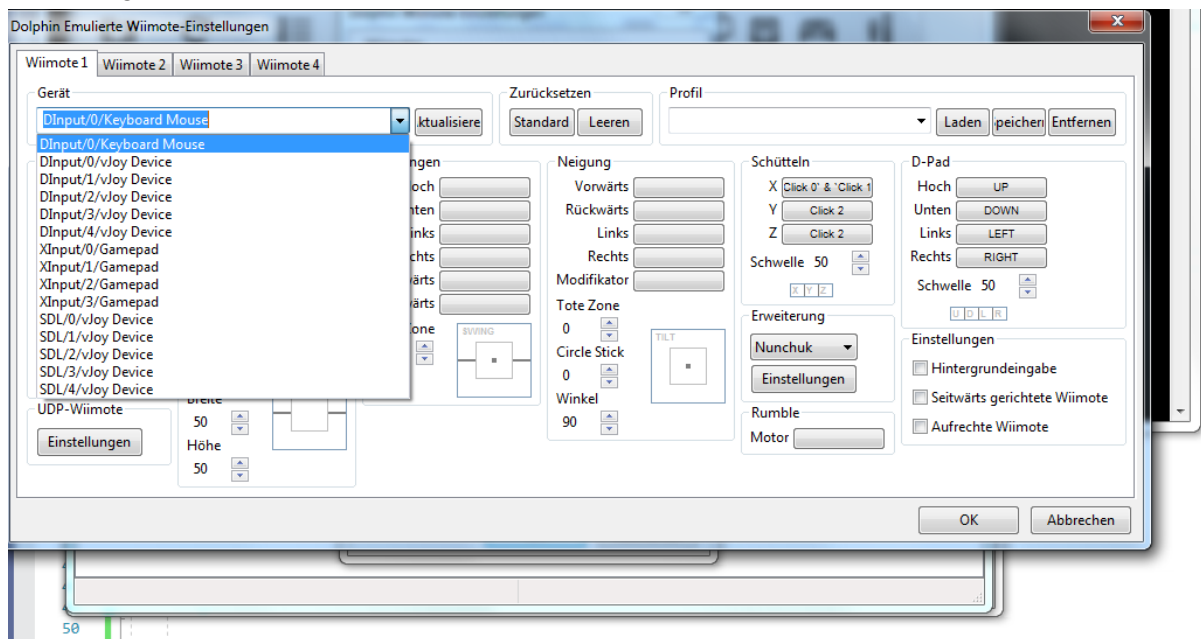
Upright Wiimote

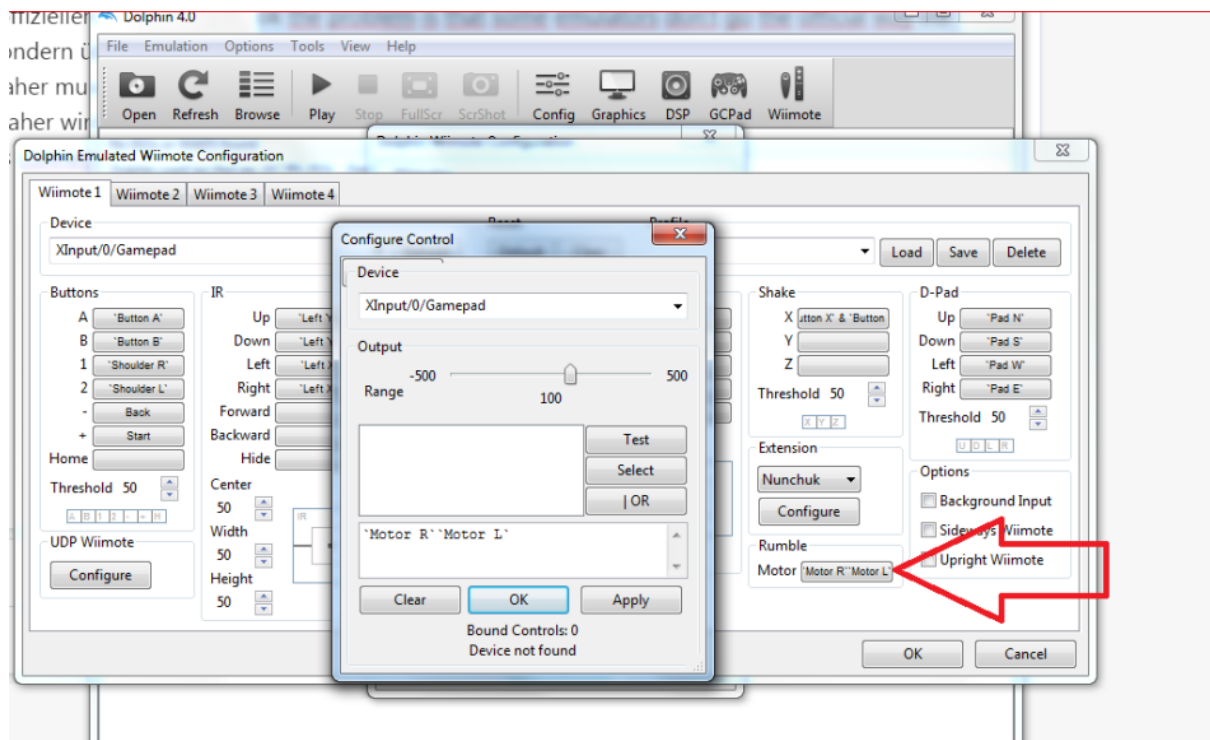
OK

Cancel



Enter Regex here to hook into emulator.





Maros Testing notes

Alot of useful infos. Big test protocol where he is trying alot of games/emulators. Big thanks!

<https://docs.google.com/spreadsheets/d/1uPovXfabSWbZq0ici2foLkzVWo9Rf7PRYLzMat-nK5o/edit#gid=0>

https://docs.google.com/spreadsheets/d/1hj5N-afVKwD3TQZ94eYDkPd4rI5Ey_iZ3ovqL1pgr20/edit#gid=0

<https://docs.google.com/spreadsheets/d/1TKCayHNIF3RV92s-dBpJJKc8sVK1OhzicjPBqPcPPno/edit#gid=0>

<https://docs.google.com/document/d/1iKFGi7yPXqOIPmRcFY9TlwNRyTfJi3p1fiNB-mihXbl/e/dit>