Instructions to WiiYourself!
(Gross, right?)

Hardware Requirements

You will need a computer with Windows XP, Windows Vista, or Windows 7 and a Bluetooth receiver. Bluetooth dongles are available at most electronics stores, including Microcenter and Best Buy for anywhere between $10 and $30. You can also find them online for remarkably cheap. I was able to find one at dealextreme.com for less than $5.

Step 1) Cut a Hole in the Box
Download and install the following in this order:

1. Microsoft Visual Studio. As students of Mason, you can download this for free at <http://msdn05.e-academy.com/gmu_bsit>
2. Microsoft SDK. This is free from <http://msdn.microsoft.com/en-us/windows/bb980924.aspx>
3. Windows Drivers Developers Kit (WinDDK). This is also free from <http://www.microsoft.com/downloads/details.aspx?displaylang=en&FamilyID=36a2630f-5d56-43b5-b996-7633f2ec14ff>
4. WiiYourself! Source Code from <http://wiiyourself.gl.tter.org/> This will not need installation, simply unzipping.

Step 2) Put That Junk in the Box

In the Microsoft SDK program folder, run the run the Visual Studio Configuration. You will need to add the following includes and libraries to the software solution/project you are developing:

1. The Microsoft SDK Include for your particular operating system. Windows XP \*should\* work on newer versions of windows. Make sure this is the first include for your build. (C:\ProgramFiles\MicrosoftSDKs\Windows\v7.0\Include is what I used.)
2. The Microsoft WDK API include (C:\WinDDK\(somenumbers)\inc\api)
3. Include the WDK Library for your OS and your processor architecture (C:\WinDDK\(somenumbers)\lib\win7\i386 is what I used)
4. Include the wiimote.h file

Step 3) Open the Box

You’ll need to program the interface between the wiimote class and the software you’re writing, but the demo code offers a pretty easy to follow example of how everything works, and Wiimote.h is a pretty solid blueprint with some good comments.

 That’s the way you do it!