

I'm not a robot



Wii U is backwards compatible with almost all Wii games and accessories, so you'll be able to continue enjoying your favourite Wii experiences on Wii U. While it's not possible to play Wii U games on Wii, you can continue to enjoy Wii software on Wii U. Nearly all Wii games can be enjoyed on our newest home console, so there's no need to shut your favourite games in the cupboard. Enter Wii Mode from the Wii U Menu to enjoy all kinds of Wii software* - you can play Wii Game Discs, WiiWare and Virtual Console titles from Wii, or download Wii software (such as WiiWare and Virtual Console titles) from the Wii Shop Channel*. Please note: This feature allows Wii software to be displayed on the Wii U GamePad screen; Wii software being displayed cannot be controlled with the Wii U GamePad. To play Wii software, a Wii Remote, Wii Remote Plus and/or other accessories may be required. Please check the game's instruction manual for more information. Loads of Wii accessories and peripherals can be used with Wii U too - depending on the game you're playing you can still use your Wii Remotes, Wii Remote Plus controllers, Wii MotionPlus and Nunchuk accessories, the Sensor Bar from your Wii, the Wii Balance Board and many others! Performing a system transfer lets you move a variety of data from Wii to Wii U, including save data. Wii Shop Channel purchase history and current balance of Wii Points, Mii characters stored in Mii Plaza, Virtual Console titles, WiiWare, and more! The transfer process is very simple and you can find details on what data can be transferred, as well as full instructions on how to carry out a system transfer, at our Wii to Wii U System Transfer Support pages. *Please note: While in Wii Mode, Wii U GamePad functionality and other Wii U-specific features (e.g. Miiverse) are not available. @obiJuanKanooie Not so age just it's intended chips use. Vita may be 2.4ghz but requires the modem, access point, router or otherwise to bounce off. Portal is doing the same thing PSP, Vita and all the others do but has Wifi 5 then say maybe I don't know Wifi 3 or 4 maybe on Vita. But whatever range intended chips. This is what Steam Link, Xbox, current Sony remote play uses the same 'solution'. Sony has always done this solution yet used whatever tech they had at the time. Stadia even with Pixel (restricted to) or others likely even if cloud but some remote play like is in there a bit. Wii U was never intended for that, so it's not AGE it's it's intended use of such a solution while the other chips were for the eshop and other networking services the other was for the Gamepad. So no it's not age at all. XD GameCube/GBA was cabled, Dreamcast VMU was slotted into the controller. PSP and Nomad was cabled unless PSP or Vita/Vita TV casting besides TV connection too for HDMI. DS was 2 screens cabled and whatever Wii/DS connection, Wiimotes could transfer Miis over for games with them supported so it had memory in it, or ZDS 1 with what it needs drawn on screen. Things like Wii U Chat or Gizmondo bluetooth or whatever to like Eye Toy Chat, even those would be interesting but a Tapwave Zodiac does fair bluetooth that isn't locked like Gizmondo is between other Gizmondos. I have used my weak Android phones with one of the tuning and a third party app and the connection is so noticeable of delay from games to screen rotation to next scenes in a tv show/movie, the Wii U/P53 & 4 remote play casting is very well tuned you have no idea. It's why the Gamepad connection was so good other than if out of range but strong otherwise, walls or 70 feet straight reach no obstacles, yet what 5Ghz and 480p image is really good then the Vita 360p/540p toggle (not even Portal, phone app or PS4 have this resolution toggle lazy Sony there) and more devices interrupting it. The Vita and others had another device to bounce off of that's why the range was further but more could be interrupted too. I know I've used the others and Wii U has no issues because it's only talking to the Wii U console as it was designed. So it may have had 2.4Ghz downloads for game updates, eshop, etc. and been long and annoying but they didn't want probably two of the same for cost, power draw or interference even if they could have gone with different channels or tweaked things they didn't and I respect them for that. In some cases I prefer the Wii U local approach as it's less interference while the others ALL have interference through that method because that's how crowded a network can be then a local more centralised approach. Age, not in the slightest. It's solution, not age. Besides with the GPU and OS use. I mean even the PS4 or Switch have like under a 1GB of OS memory to like 800 or 900MB. No wonder games utilise so much and the PS4 screams I wouldn't even give it that much but sure whatever even besides the CPU and the chips to aid around that to push things through. Wii U didn't have that the GPU maybe have been a Radeon something but I even still the CPU and more had a lot to keep up with. That's like saying NFC or Bluetooth range is so low when that's what they were designed for is their short range not to replace networking range the others use. Yet over time Bluetooth got to file sharing, that was from upgrades not from range. Yes, it is possible to use your phone as a Wii U GamePad by using a homebrew app. This app allows your smartphone to replicate the performance of the Wii U GamePad. Is there a way to play the Wii U without the gamepad? No, you need the Wii U gamepad in order to navigate the Wii U menu and access games that require the Wii controllers. While you can play games on the Wii U without the gamepad, you cannot start playing them without it. How to use Wii U GamePad on Android? To use the Wii U GamePad on Android: Connect the USB Wireless Adapter to your Android device. Press the pair button on the USB Wireless Adapter to enter pairing mode. Press the SYNC button on the Wii U GamePad to complete the pairing process. Once the connection is successful, the LED on the USB Wireless Adapter will become solid. Can you use Wii U Internet browser without gamepad? No, the Internet Browser on the Wii U only supports the GamePad and its functions. However, you can control the browser on a TV screen with a Wii remote. How do I use my Wii U GamePad as a screen? To toggle the display between the Wii U GamePad and the TV screen: Press the X Button on the Wii U GamePad or select the toggle icon on the top-right corner of the Wii U GamePad screen. When the Wii U Menu is displayed on the Wii U GamePad, the WaraWara Plaza is displayed on the TV screen, and vice versa. Play Wii U without gamepad The Wii U requires the use of the gamepad for various functions, so it is not possible to play without it. How do I display my Wii U on my TV? To display Wii U on your TV: Place the Wii U console at least 4' away from walls or other surfaces that may block ventilation. Turn off your television. Connect the HDMI cable to an available HDMI port on your television. Connect the other end of the HDMI cable to the Wii U console. Turn on your television. What controllers work with Wii U? The Wii U supports all controllers designed for use with the original Wii, including: Wii Remote Wii Remote with Motion Plus Nunchuk Wii Balance Board Wii Classic Controller Wii Classic Controller Pro Can you play Wii U without gamepad Reddit? No, the Wii U requires the use of the gamepad for certain functions, including setting up the internet connection. Without the gamepad, you will not be able to complete the initial setup of the console. Does Internet browser work on Wii U? Yes, the Wii U has an Internet Browser that can be launched while playing Wii U software. You can view images and videos on the TV screen while browsing the internet on the Wii U GamePad. Can you play Wii U with just the gamepad? No, you cannot play the Wii U with just the gamepad. The gamepad is designed to work in conjunction with the console and other controllers to provide a complete gaming experience. How can I use my Android phone as a gamepad? To use your Android phone as a gamepad: Turn on the Bluetooth on both your phone and PC. Go to the Connectivity page on your phone and tap on the Bluetooth icon. Select your PC's name from the list of nearby Bluetooth devices. Once connected, your phone can be used as a controller for games on your PC. Can you play Mario Kart 8 Wii U without gamepad? Yes, you can play Mario Kart 8 on the Wii U without the gamepad. The game allows you to use any controller you like to play, so you are not restricted to using the gamepad. Do Wii U games work on Wii? No, Wii U games are not compatible with the original Wii console. Wii U games can only be played on the Wii U console. How do you hook a Wii to the Internet? To connect your Nintendo Wii to the Internet: Select the Wii icon on the Wii menu. Go to Wii Settings. Select the right arrow, then the Internet button. Select Connection Settings. Select an empty connection slot. Select Wireless Connection > Search for an Access Point. What is Wii Internet? Wii Internet is a channel pre-installed on the Nintendo Wii that provides information on connecting to the internet and showcases what you can do with the Wii's internet capabilities. It can also be deleted if desired. Can you play Wii U handheld only? No, the Wii U is not a portable gaming system. It is designed to be played indoors and requires the use of the console and its controllers. Can you play Super Mario Bros Wii U without the GamePad? Yes, you can play Super Mario Bros. U on the Wii U without the GamePad. The game allows you to use other controllers to play, so you are not limited to using the GamePad. Can you use an Xbox controller on Wii U? Yes, it is possible to use Xbox controllers on the Wii U console by using an adapter that recognizes Xbox controllers for use on the Wii U. Can you connect a PS4 controller to a Wii? Yes, you can connect a PS4 controller to a Wii console by using an adapter that supports PS3/PS4 controllers for use on the Wii. Can you plug a Wii U into a TV? Yes, you can plug a Wii U into a TV using an HDMI cable. The Wii U comes with an HDMI cable that can be connected to the HDMI port on a compatible TV. Can the Wii U play GameCube games? No, the Wii U does not support GameCube games or accessories. When did Wii U come out? The Wii U was launched on November 18, 2012, in North America. It was later released in Japan on December 8, 2012. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of ReddIt, personalize ReddIt content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, ReddIt may still use certain cookies to ensure the proper functioning of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Cemu Touchpad started to play Pikmin 3 on CEMU recently and wondered how to get a good experience with the game pad. Pikmin 3 heavily relies on the game pad for multitasking between your two characters. Here is how you can add touch into the mix for free. You will need the following: Android or iOS device (your phone or a tablet) A cable to connect your device to the computer Software to extend your PC display to your device (I use Wired XDisplay, but you can find alternatives to it here) Controller (Optional) A Phone stand to hold your device (Optional) A USB cable to provide more power to your device (More on this later) (Optional) Stylus that works with phones, super cheap on amazon Start by installing the software on your device and your phone. I will be explaining the steps on how to set up and use Wired XDisplay. iPhone/iPad: Install iTunes and get the set to go on your appropriate device (there is a different iPhone and iPad app) Android: Install the USB drivers for your kind of device (just follow the instructions on the windows app) and then install the android app on your device. Start the app and enable USB debugging on your device. That's it! Make sure to plug in your USB cable and you should be set to go! Set the quality to normal and frame rate to high. In XDisplay Low=15fps Normal=30fps High=60fps. You may need to change the position of the display or the resolution. The Wii U game pad was only 854x480! I tested the display at 720p on my Pixel 2XL, Samsung J3, and iPhone 6. They worked very well. There really isn't much that you need to set up on Cemu's side. Set up the gamepad as keyboard input (Which allows you to use your mouse) and then hook up a controller of some kind (Xbox, PS4, Switch Pro Controller, etc) and set that up as a Wii U Pro controller or a Classic Pro controller. This allows you to play the game on the controller and then interact with your device as a mouse input (which translates to you touching your Wii U pad with a Stylus) Once you have the inputs hooked up, launch your game and then hit "Options -> Separate GamePad View". This will allow you to drag and drop the now floating window onto your device (which is just an extended monitor) Pikman 3 Screenshots As seen above in the screenshots I took on my Pixel 2 XL. It looks just like a normal display (other than the android buttons on the right side) .iphone 6 being used as a Cemu Touchpad Note that with bigger tablets or phones, your battery may get drained over the use of the device since USB out of a computer (normally) can only provide half an amp of current, whereas as normal USB charging speeds are 1-2.4 amps. The normal small crappy iPhone charger that comes with iPhones is 1 amp, where any good Android chargers are at least 2 amps. You can get around this limit with a Y Split USB cable. Hook up the two ends to your computer and plug in the other side to your phone and you now have 1 amp of charging! I used a Samsung J3 Prime as my main device of testing and put it in airplane mode with the screen brightness to 70% and played for around an hour without it dropping a percent of battery. It all depends on your device and how much power the screen brightness of your device takes. Play classic Wii games just as you remember them, or discover great games you might have missed, in these downloadable titles. Ready when you are There's no need to jump into Wii Mode before launching these titles: just launch them from the Wii U Menu and you'll be in the game in no time! Play TV-free You can choose to display the game on just the TV or on both TV and Wii U GamePad. The GamePad sensor bar works with games that use the Wii Remote's pointer function, so you can play all your favourites on the small screen! Take command with the Wii U GamePad Games that are compatible with the Classic Controller Pro can be played with just the Wii U GamePad: perfect for total immersion. See all Wii games available to download for Wii U! Please note: To play Wii software, a Wii Remote, Wii Remote Plus and/or other accessories may be required (sold separately). The Wii U GamePad cannot be used as a controller in multiplayer. As the Nintendo Wi-Fi Connection service ended in 2014, online features of Wii titles are not available. ReddIt and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of ReddIt, personalize ReddIt content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, ReddIt may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Early days, but impressive nonetheless by Damien McFerran Wed 11th Jan 2017 Nintendo never did get around to releasing Wii U GamePads which could be purchased separately, but that might not matter all that much now that progress has been made on a homebrew app which allows a smartphone to replicate the performance of the much-maligned controller. Created by Rolando Islas, this drc-sm mobile client is a long way from being the finished article - there's currently no audio, only a handful of virtual controls are available on the touchscreen and the app has to connect to the console via a computer - but it's an exciting glimpse of what's possible. The version shown above is running on an Android phone, but Islas says that in principle there would be no problem in getting it to run on an iPhone or iPad - the issue would be that Apple is unlikely to allow such an download to exist on the App Store, so it would need to be side-loaded onto a jailbroken device. This development means that despite its unusual interface setup, the Wii U could potentially be emulated in the future, with a phone or tablet taking the place of the GamePad itself. The lack of physical buttons will obviously be a headache, but many Android devices are available which offer a more traditional interface - the GPD XD, for example - and these would solve this issue. This line of thought might seem premature when there are plenty of unsold Wii Us available at the moment and therefore no shortage of GamePads, but in the next 10 or 20 years such functionality may well come in useful for those who wish to sample the software of Nintendo's most divisive home systems but can't get hold of the original hardware. See Also 50 Best Wii U Games Of All Time Comments 20 Leave A Comment Hold on there, you need to login to post a comment... You've invited friends around for a big game night, but as you're sorting out the drinks, you notice you're short of game controllers. Or perhaps your usual PC game controller has finally worn out, and you need a replacement - fast? In both cases, your eyes might drift to the Nintendo Wii U console, sat on the shelf largely unused. Surely you can't possibly connect a Wii U or Wii U Pro controller to your Windows gaming PC? Well, why not? Wii U Gamepad on a PC? The classic Wii U gamepad - the one that ships with the Wii U console, complete with its own touchscreen display - can, incredibly, be used to play games on Windows. This setup requires you to have the Wii U switched on, and have your Windows PC setup to run as a web server, which is a lot easier than it sounds. Simply press WINDOWS + Q and type windows features, selecting Turn Windows features on or off in the results. In the resulting pop-up, scroll to Internet Information Services and place a check in the box, then click OK to have the feature added. A short while later, your Windows PC will have the capability to act as a local web server. Once you've done this, press WINDOWS + R, and enter cmd to open a command prompt. Here, enter ipconfig to list all active network devices and their IP addresses. Look for the IPv4 address for your Ethernet or Wireless networking adapter - this will list your PC's IP address, so make a note of it. Next, head to this German WiiU hacks forum. Don't speak German? Don't worry, you can use Google translate to read the content and register before downloading the GamePadToPC.rar file (registration is necessary). Once downloaded, extract the contents into the C:\inetpub\wwwroot folder, and open index.html in your favorite text editor, changing the IP address that points to server.js to your PC's local IP address, which you earlier made a note of. You should now run regplugin.bat to register the necessary components. Before setting up the connection from your Wii U Gamepad to your PC, run simpleserver.bat. With your Wii U switched on, grab the gamepad, open the browser, and navigate to the files you extracted into the wwwroot folder. The URL will look something like this: . Follow the URL on your PC by opening the pc.html page at where you should configure your controls as necessary. Your Wii U Gamepad can now be used as a controller on your Windows PC. The Quicker Method You can also achieve all of the above in a more streamlined manner using the U Sand Mii software, available in 32-bit and 64-bit versions [No Longer Available]. See this video for the full steps. You can also sync a Wii U Pro controller with your Windows PC. Windows 8 and Windows 10 users can easily connect their Wii U controllers, and use them just as easily as they can on the Wii U console. This is done thanks to the WiiUPro software - download the latest version (with a name like wiinusoof_[VERSIONNUMBER]_setup.exe) from the website. Meanwhile, if you're using Windows 7, try this guide: Because the Wii U controller communicates via Bluetooth, the third component you'll need is the Toshiba Bluetooth Stack, which you should download and install. Finally, download VJoy, a tool for configuring the Wii U controller once connected. Installation means running the .EXE file which starts off by extracting the constituent files, however, you may run into problems here, so hold off for now. You should be able to install the Bluetooth stack, but if not, there is a workaround to install unsigned drivers. In Windows Vista and 7, press F8 as your computer is booting up, and select Disable Driver Signature Enforcement. You should then be able to install as intended after Windows boots Windows 8 and later have an autodetect system for drivers, which put simply means that the most drivers are deemed "most suitable" are installed - occasionally in place of the ones you really want. In order to get around this, things will get a little fiddly, if ultimately successful. It basically means that you will need to reboot Windows into Advanced startup mode, temporarily disabling a key security-related setting. We've previously explained the various startup modes for Windows 8 (and similarly for Windows 10): to recap, open the Charms bar and click Settings > Change PC Settings > General > Advanced Startup > Restart (Windows 10 has ditched the Charms bar; instead open All Settings > Update & security > Recovery > Restart Now). Select Choose an option..., and then Troubleshoot. From here, open Advanced options > Startup settings > Restart and wait while the computer restarts. In the Startup Settings Screen, tap F7, which will Disable driver signature enforcement. Windows will then reboot, so take this opportunity to remove the existing Bluetooth drivers and install the new Toshiba Bluetooth Stack before proceeding. You may prefer, however, to make doubly sure that you have everything that is needed, as failure in initial installation will necessitate the following. Essentially, we need to ensure that you know the necessary details about your Bluetooth hardware. Begin by plugging in any external Bluetooth dongle you have (obviously skip this if your PC or laptop has internal Bluetooth hardware) and press WINDOWS + O. In the search box, type "device manager" and tap Enter to open the desktop app. (With internal Bluetooth hardware, Windows may automatically reinstate the drivers. Circumvent this by opening Windows Explorer, right-clicking This PC/Computer and choosing Properties > Change Settings > Hardware. From here, open Device Installation Settings and switch the option to No, let me choose. Follow this by clicking the Never install... radio button, then Save Changes, and continue the steps below.) From here, expand Bluetooth and right-click your device, selecting Properties. On the Details tab, open Hardware Ids in the Property dropdown box and right-click the second entry (the one without "REV" in the value), selecting Copy. Paste the results into Notepad, then close the Properties window. Right-click the Bluetooth device in Device Manager, and Uninstall, clicking OK to confirm. If successful, the entire Bluetooth entry will vanish from Device Manager. You should now unplug your Bluetooth dongle. Run the Toshiba Bluetooth Stack executable, using Options to extract it into a folder you will find (such as \Desktop\Bluetooth). Click Next > Start, and when extraction is complete, open the folder and run Setup.exe. Click through the installation wizard as normal, and wait while the process completes. This can take a while, so be patient - fix a drink or something while you wait. When complete, you should see a new Bluetooth icon in your system tray, so restart Windows when prompted. Should you have a successful install but see no tray icon, don't restart. Instead, open Device Manager again, right-click on the uninstalled Bluetooth device and select Update Driver Software, using the Browse... option and then Let me pick from a list of device drivers on my computer. Here, select the lighter-colored Bluetooth icon, click Next, and then choose any device model from the list, and click Next again. Accept the warning by clicking Yes, then wait for the driver to be installed. Restart Windows, and when the system reboots, double-click the red Bluetooth icon to activate - it will turn blue when switched on. Plug In Your Bluetooth Device You may still have problems. If the installer requests that you connect your Bluetooth device, browse to C:\Program Files (x86)\Toshiba\Bluetooth Toshiba Stack\Drivers\tsrfsusb and copy tsrfsusb.inf to an easy to reach place like your desktop, before opening it in Notepad. Next, browse through it to the [STANDARD] tag and add the DeviceId you saved earlier to the list. Repeat this action under [Standard.NTamd64], as per the image above. Under [Strings], change or adjust the device name, then save and close. Copy the file back into the original location; at this point, you should reconnect your Bluetooth dongle. In the resulting dialogue box, click Install this driver software, and wait for the installer to finish, completing the process by restarting Windows. When you reboot, you should have the Toshiba Bluetooth Icon in the system tray. Ensure it is set as discoverable before proceeding. As with the other downloads, you should have saved vJoy somewhere memorable and easily accessible. Run the .EXE file to install, taking care to agree with the request from Windows to confirm the action as the OS will be unable to verify the publisher of the app. When installation is complete here, it is a good idea to restart your computer once again. When you're booted back up, launch vJoy by typing it into the Windows search box. Select Configure vJoy and configure your first device as illustrated here, and click Apply when you're done. (At this stage, you can also refer to the earlier video, from around 8 minutes 15 seconds.) The "new device detected" chime should play. The next step is to switch on your Wii U or Wii U Pro controller (you can even use an old-style Wiimote with this method) and pair it with Windows, using the new Bluetooth software. Just right click the Bluetooth icon in the system tray, select Add new connection..., and go from there, making your controller discoverable. With the connection made, install and then launch WiinUPro, and tweak your analog inputs as necessary. When you're confident everything is ready, one last configuration is required. Open "Game Controllers" in Windows search and you should see the vJoy Device listed. Use the Game Controllers configuration to test and calibrate the controller, following the instructions as necessary. Happy? You're now ready to use the Wii U Pro controller or standard Wii U controller in your favorite Windows arcade game! And just in case all of that was too much, or you find that for some reason it just won't work, there's always the option of buying a Bluetooth USB receiver especially for Wii U Pro controllers. Whichever controller you prefer to use, each brings the solid Nintendo controller design to your Windows gaming experience. Have you tried either of these methods? Perhaps you have a different console controller that you prefer to use? Tell us in the comments! Also, be sure to find out how to make your Wii U more useful with homebrew. Image Credit: santyan/Stock/Getty Images Through the use of different apps, the Apple iPhone can be used as a remote control for a number of different devices. The free application called iFun, developed by gaming company SGN, gives you the ability to use your iPhone as a controller for the Nintendo Wii gaming system. The application uses the iPhone's internal accelerometer and touch screen to control the action of your Wii game. Tap the App Store icon on your iPhone to launch the application, then tap the "Search" tab at the bottom of the main screen. Enter "iFun" into the Search box and tap the Search button. The iFun option will show up in the search results. Tap the option, then tap "Install." The application will automatically download and install on your iPhone. Press the "Power" button on your Nintendo Wii console to turn on the system. Tap the iFun app icon on your iPhone home screen, then tap the "Sync" button. The application will search for connectible devices, and the Wii system option will show on the results screen. Tap the Nintendo Wii option, then tap "Connect." You can't perform that action at this time. Yes, it is possible to play games on the Wii U without using the gamepad. However, you will need the gamepad to initially start up the console and access the Wii menu or load a Wii U game that supports Wii controllers. Can you play Wii U without GamePad Reddit? The Wii U requires the use of the gamepad screen for the console settings menu, so it is necessary to have a gamepad in order to navigate and set up the console. Without a gamepad, you will not be able to use the Wii U. What happens if your Wii U GamePad breaks? If the Wii U GamePad is physically damaged and cannot be repaired, it will need to be replaced. However, Nintendo no longer offers factory repairs for the Wii U console, GamePad, or accessories. You may need to consider purchasing a new GamePad or exploring replacement options. Can you play Super Mario Bros Wii U without the GamePad? While the Wii U console requires the use of the GamePad for initial setup, once the console is configured, the level of GamePad usage depends on the game or service being used. For example, in New Super Mario Bros. U, you can use any controller you like, so it is possible to play without the GamePad. Can you play Mario Kart 8 Wii U without GamePad? Yes, in Mario Kart 8, you can start the game with a pro controller and play without the GamePad. The game sets whichever controller presses A at the title screen as player 1. Play Wii U without gamepad Yes, it is possible to play games on the Wii U without using the gamepad. However, you will need the gamepad to initially start up the console and access the Wii menu or load a Wii U game that supports Wii controllers. Can you use your phone as a Wii U GamePad? Yes, there are homebrew apps available that allow smartphones to imitate the Wii U GamePad. These apps enable you to use your phone as a controller for certain games on the Wii U. Can you use Wii U Internet browser without GamePad? No, the Wii U Internet Browser only supports the GamePad and its functions. However, you can control the browser on a TV screen with a Wii remote. Can you do anything with the Wii U GamePad? The Wii U GamePad has multiple functions. It can be used to play games on the GamePad screen without the need for a television, and it can also be used for non-gaming functions such as acting as a television remote. Can you play Wii games without Wii controller? No, you need a Wii controller, such as the Wii Remote, to control the Wii games. The Wiimote is required to navigate the channel menu and start games. Do you need Wii U GamePad to play Super Mario 3D World? In Super Mario 3D World, you can initially start the game with a pro controller and complete most of the stages without the GamePad. However, there are certain levels, such as the Captain Toad levels and those that require microphone or touch screen input, where the GamePad is necessary. How long does Wii U GamePad last? The Wii U GamePad has a battery life of approximately 3-5 hours. The actual battery life may vary depending on factors such as screen brightness, use of features like the camera and microphone, wireless communication, ambient temperature, and more. What was the point of the Wii U GamePad? The Wii U GamePad was designed to create a second window into the gaming world, allowing for new gameplay experiences and removing barriers between games, players, and the TV. It introduced innovative features such as off-screen play and the ability to use the GamePad as a television remote. Can you play Wii U handheld only? No, the Wii U console is not a portable gaming system like the Nintendo DS or Nintendo 3DS. It is meant to be played indoors and requires a connection to a television. The GamePad can be used for off-screen play, but it still needs to be in range of the console. What can I use instead of a Wii controller? There are alternative controllers that can be used with the Wii, such as the Nunchuk, Classic Controller, Classic Controller Pro, and Fight Pads. The compatibility of these controllers depends on the game and its support for different control options. Can you use a regular controller for Wii? The Classic Controller can be used with the Virtual Console games as well as certain Wii and WiiWare games. It provides a more traditional controller layout for playing these games. How do I connect my Wii U to my TV? To connect your Wii U to your TV, follow these steps: Place the Wii U console at least 4' (10 cm) away from walls or other surfaces that may block ventilation. Turn off your television. Connect one end of the HDMI cable to an available HDMI port on your television. Connect the other end of the HDMI cable to the Wii U console. Turn on your television. Can I use a Wii controller on Wii U? Yes, certain Wii controllers, such as the Wii Remote and Wii Pro Controller, can be used with the Wii U console. You can pair them with the console using the sensor strip on the Wii U GamePad or the sensor bar. Can you use Wii U without WiFi? Yes, the Wii U console does not require an Internet connection to play games offline, use Mii Maker, and access basic settings. However, applications that rely on an Internet connection, like Netflix or YouTube, will not function without WiFi. Can you set up Wii U without TV? While a television is not required for all functions of the Wii U console, it is necessary for the initial setup process. The console can operate in Off-TV Play mode without a TV display, but for the setup, a TV is needed. Are Wii and Wii U remotes the same? Wii MotionPlus and Wii-U MotionPlus controllers are identical and function the same way. The only difference is that Wii U MotionPlus controllers have the red sync button located on the back instead of inside the battery cover. Can a phone emulate a Wii? It is possible to emulate Wii games on smartphones using certain homebrew apps. However, these emulators have high system requirements and may not run smoothly on all devices. Does Wii U controller use Bluetooth? Yes, the Wii U GamePad uses Bluetooth for wireless communication. It has good battery life and can be charged using a mini USB cable.