

# Wii Remote API

## dpdX

Float  
1 – Right  
0 – Center  
-1 – Left

## dpdRollX

Float  
1 – Right-side up  
-1 – Upside down

## dpdScreenX

Integer  
Cursor's X coordinate

## dpdDistance

Float  
Distance of user from sensor

## isEnabled

Integer  
1 – Enabled  
0 – Disabled / Unavailable

## isDataValid

Integer  
1 – Successful  
0 – Unsuccessful

## dpdY

Float  
1 – Bottom  
0 – Center  
-1 – Top

## dpdRollY

Float  
1 – Rotated right  
-1 – Rotated left

## dpdScreenY

Integer  
Cursor's Y coordinate

## dpdValidity

Integer  
2 – Good  
1 – Poor  
0 – Invalid  
-1 – Very Poor  
-2 – Extremely Poor


## isBrowsing

Integer  
1 – Primary  
0 – Not Primary

## hold

Integer  
1 – Left  
2 – Right  
4 – Down  
8 – Up  
16 – Plus  
256 – 2  
512 – 1  
1024 – B  
2048 – A  
4096 – Minus  
8192 – Z  
16384 – C

 Function Name

 Return Type