## Issues

| # | Project | Tracker | Status | Priority | Category | Subject | Assignee | Updated |
|---|---|---|---|---|---|---|---|---|
| 5 | Cemu | Bug | Accepted | Normal | Input | Controller input not being fully detected/functioning properly | Petergov | 07/04/2019 12:46 AM |
| 6 | Cemu | Bug | Accepted | Normal | Sound | Current titles with audio issues and/or still require system .rpl files | Petergov | 07/04/2019 12:45 AM |
| 75 | Cemu | Feature requests | New | Normal | Input | Emulated Wiimote input doesn't support IR pointer | Petergov | 06/03/2019 11:59 AM |
| 84 | Cemu | Feature requests | In Progress | Normal | Input | Add a mappable action for Shaking a Wiimote | Petergov | 07/03/2019 10:27 PM |
| 133 | Cemu | Bug | New | Normal | Input | NintendoLand doesn't detect EMULATED wiimotes | Petergov | 07/11/2019 03:51 PM |
| 140 | Cemu | Bug | Accepted | Normal | Input | P2 Input Enabled crashes game "KickBeat Special Edition" | Petergov | 07/26/2019 05:01 PM |
| 142 | Cemu | Bug | New | Normal | Input | Input bug with "Momonga - Pinball Adventures" | Petergov | 07/15/2019 06:22 AM |
| 145 | Cemu | Bug | New | Normal | Input | [Kirby Rainbow Curse/Paintbrush] The touch screen continue to receive inputs even when you release the mouse button | Petergov | 04/11/2021 06:19 PM |
| 192 | Cemu | Feature requests | New | Normal | Input | Mouse and keyboard controler | Petergov | 09/14/2019 10:39 AM |
| 201 | Cemu | Feature requests | New | Normal | Input | Gamecube Controller Emulation | Petergov | 11/04/2019 11:33 PM |
| 226 | Cemu | Feature requests | New | Normal | Input | Add option to disable gamepad touch screen input | Petergov | 12/16/2019 10:42 PM |
| 298 | Cemu | Bug | New | Normal | Input | Rumble effect feedback in "Options/input setting/additional settings/Rumble" changes while in-game (much lower effect) | Petergov | 03/26/2020 12:01 PM |
| 305 | Cemu | Bug | New | Normal | Input | Cannot map Wiimote Nunchuck | Petergov | 04/10/2021 02:47 PM |
| 306 | Cemu | Feature requests | New | Normal | Input | Separate controller api and DSU client. | Petergov | 04/04/2020 02:13 AM |
| 308 | Cemu | Bug | New | Normal | Input | DSUClient fails when network interface is disabled | Petergov | 04/05/2020 08:15 AM |
| 321 | Cemu | Bug | New | Normal | Input | Vibration really weak for Wii U gamepad profile as compared to Wii U pro controller profile | Petergov | 04/22/2020 09:46 PM |
| 322 | Cemu | Bug | Accepted | Normal | Compatibility | Marvel Avengers Battle for Earth crashes on the new update | Petergov | 04/12/2021 01:07 AM |
| 337 | Cemu | Feature requests | New | Normal | Input | Add support for wii classic controller | Petergov | 05/15/2020 10:06 AM |
| 343 | Cemu | Feature requests | New | Normal | Input | Steam link/steam play gyro support | Petergov | 05/23/2020 05:24 AM |
| 353 | Cemu | Bug | New | Normal | Input | Mario Party 10: Emulated Wiimotes not paired | Petergov | 04/11/2021 08:54 PM |
| 361 | Cemu | Bug | Accepted | Normal | Input | Input is broken in The Book of Unwritten Tales 2 | Petergov | 07/23/2020 05:14 PM |
| 381 | Cemu | Bug | New | Normal | Input | Forced minimum Deadzone regardless of Input Settings | Petergov | 07/10/2020 01:29 PM |
| 391 | Cemu | Feature requests | New | Normal | Input | Dualshock 3 Sixaxis motion control support through Sony driver using HID. | Petergov | 01/08/2022 11:30 AM |
| 432 | Cemu | Bug | Accepted | Normal | Input | Cannot input Alt+C \| Ctrl+Alt+C anywhere while Cemu is open in the background. | Petergov | 04/12/2021 01:01 AM |
| 433 | Cemu | Bug | New | Normal | Input | Fatal Frame 5 camera fixed on vertical mode. | Petergov | 01/10/2021 12:20 PM |
| 445 | Cemu | Feature requests | New | Normal | Input | Input Settings - Have Profiles save/set the desired input device upon Profile Save/Load | Petergov | 04/12/2021 01:14 AM |
| 470 | Cemu | Feature requests | New | Normal | Input | Enable Separate Gamepad View on startup | Petergov | 02/02/2021 10:33 AM |
| 476 | Cemu | Feature requests | New | Normal | Input | Mouse Support | Petergov | 04/12/2021 05:02 AM |
| 477 | Cemu | Bug | New | Normal | Input | DSU client port reverts to default on opening application or entering input settings | Petergov | 02/10/2021 12:15 PM |

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|---|---|---|---|---|---|---|---|---|
| 483 | Cemu | Feature requests | New | Normal | Input | Map extra button on controller to screenshot | Petergov | 02/14/2021 07:43 AM |
| 488 | Cemu | Feature requests | New | Normal | Input | Gamepad Screen Toggling Option | Petergov | 02/26/2021 06:25 PM |
| 507 | Cemu | Bug | New | Normal | Input | Nvidia shield 2017 controller input settings problem | Petergov | 04/11/2021 09:48 AM |
| 509 | Cemu | Feature requests | New | Normal | Input | Add Rumble support for DSU Client api. | Petergov | 04/20/2021 06:41 PM |
| 511 | Cemu | Bug | New | Normal | Input | Cemu rumble issue | Petergov | 04/25/2021 10:51 AM |
| 513 | Cemu | Bug | Accepted | Normal | Input | Super Mario 3D World FPS drops, while using the gamecube Controller api | Petergov | 04/30/2021 02:30 PM |
| 520 | Cemu | Bug | New | Normal | Input | Official WiiU classic controller manufactured by PDP not well recognized | Petergov | 05/14/2021 08:15 PM |
| 526 | Cemu | Bug | New | Normal | Input | THE AMAZING SPIDERMAN 2 - button assigment problem | Petergov | 06/06/2021 10:18 AM |
| 535 | Cemu | Bug | New | Normal | Input | Input for XInput recognized by CEMU but not mapping correctly in BOTW | Petergov | 06/30/2021 03:57 PM |
| 537 | Cemu | Bug | New | Normal | Input | wiimote nunchuck input settings up, down, left, right nunchuck mapping bug | Petergov | 07/10/2021 06:32 AM |
| 539 | Cemu | Feature requests | New | Normal | Input | Allow more controller APIs to maintain the mapping when tweaking the selected controller | Petergov | 07/16/2021 06:06 PM |
| 540 | Cemu | Feature requests | New | Normal | Input | Give sensible default mappings for some controller APIs | Petergov | 07/16/2021 06:25 PM |
| 541 | Cemu | Feature requests | New | Normal | Input | Show disconnected controllers as "(disconnected)" on Xinput, and other APIs if possible | Petergov | 07/16/2021 06:31 PM |
| 542 | Cemu | Bug | New | Normal | Input | SDL controllers stop moving if disconnected and reconnected | Petergov | 07/16/2021 07:19 PM |
| 545 | Cemu | Bug | New | Normal | Input | Skylanders swap force portal issue | Petergov | 07/20/2021 07:19 PM |
| 546 | Cemu | Bug | New | Normal | Input | Wii MotionPlus INSIDE controllers not detected | Petergov | 07/23/2021 03:31 AM |
| 548 | Cemu | Feature requests | New | Normal | Input | Add an option for toggling the "SDL_HINT_JOYSTICK_HIDAPI_PS4_RUMBLE" hint when using the SDL backend | Petergov | 07/26/2021 11:42 PM |
| 550 | Cemu | Feature requests | New | Normal | Input | Highlight Controller Input When Input Activated | Petergov | 01/25/2022 02:44 PM |
| 553 | Cemu | Bug | New | Normal | Input | All my buttons get mixed up after I add a second player | Petergov | 08/06/2021 09:09 AM |
| 569 | Cemu | Bug | New | Normal | Input | Trine 2 - Director's cut controller issue with pro controller | Petergov | 09/04/2021 03:28 PM |
| 571 | Cemu | Feature requests | New | Normal | Input | Allow combination of sdl controllers to support split joy cons | Petergov | 09/05/2021 06:54 PM |
| 584 | Cemu | Bug | New | Normal | Input | The IR pointer didn't work on Cemu | Petergov | 11/06/2021 02:43 PM |
| 594 | Cemu | Bug | New | Normal | Input | Second Wiimote is very laggy | Petergov | 12/29/2021 11:09 AM |
| 595 | Cemu | Bug | New | Normal | Input | Switch Pro controller with SDL - motion controls not working correctly | Petergov | 01/10/2022 08:55 PM |
| 596 | Cemu | Bug | New | Normal | Input | GCN controller rumbles for 10 seconds minimum | Petergov | 01/02/2022 10:17 PM |
| 610 | Cemu | Feature requests | New | Normal | Input | Bring back WGI for use of Impulse Triggers on Xbox One S/X and series S/X controllers | Petergov | 01/10/2022 04:36 PM |
| 613 | Cemu | Bug | New | Normal | Input | 1.26.0 only detects 1 controller | Petergov | 01/20/2022 01:24 PM |
| 614 | Cemu | Bug | New | Normal | Input | The "Show screen" function does not work. | Petergov | 01/20/2022 06:50 PM |
| 615 | Cemu | Feature requests | New | Normal | Input | Allow motion with mouse to stay at last placement | Petergov | 01/22/2022 10:15 AM |
| 617 | Cemu | Bug | New | Normal | Input | Switching to gamepad view no longer working | Petergov | 01/24/2022 06:22 PM |

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| 621 | Cemu | Bug | New | Normal | Input | Battle Quest minigame for Nintendoland ZL ZR button Issues | Petergov | 02/19/2022 07:43 PM |
| 626 | Cemu | Bug | New | Normal | Input | DSUController not listing controllers from another host IP | Petergov | 03/19/2022 11:41 AM |
| 631 | Cemu | Bug | New | Normal | Input | crash on wake of wireless gamepad | Petergov | 03/26/2022 01:41 AM |
| 637 | Cemu | Bug | New | Normal | Input | Second Wiimote has much more input delay | Petergov | 04/22/2022 10:27 PM |
| 643 | Cemu | Feature requests | New | Normal | Input | Controller key combination to close a game | Petergov | 05/21/2022 06:43 PM |
| 644 | Cemu | Bug | New | Normal | Input | Steam Controllers no longer work in Cemu 1.26+ with SDL | Petergov | 05/29/2022 11:36 AM |
| 648 | Cemu | Bug | New | Normal | Input | Steam Deck : Right analog stick doesn't work after wake from sleep | Petergov | 06/16/2022 05:30 PM |
| 660 | Cemu | Bug | New | Normal | Input | 2nd Controller not working Bug | Petergov | 09/12/2022 08:38 PM |
| 669 | Cemu | Bug | New | Normal | Input | Cemu gamepad frozen in twilight princess hd | Petergov | 12/27/2022 11:52 PM |
| 677 | Cemu | Bug | New | Normal | Input | PS5 Controller not connected on startup | Petergov | 03/21/2023 08:41 PM |
| 681 | Cemu | Bug | New | Normal | Input | Wheel of Fortune/Jeopardy 2 player mode | Petergov | 08/27/2023 03:42 PM |