Issues

#	Project	Tracker	Status	Priority	Category	Subject	Assignee	Updated
75	Cemu	Feature requests	New	Normal	Input	Emulated Wiimote input doesn't support IR pointer	Petergov	06/03/2019 11:59 AM
133	Cemu	Bug	New	Normal	Input	NintendoLand doesn't detect EMULATED wiimotes	Petergov	07/11/2019 03:51 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
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
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
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
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
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

#	Project	Tracker	Status	Priority	Category	Subject	Assignee	Updated
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
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

#	Project	Tracker	Status	Priority	Category	Subject	Assignee	Updated
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
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
140	Cemu	Bug	Accepted	Normal	Input	P2 Input Enabled crashes game "KickBeat Special Edition"	Petergov	07/26/2019 05:01 PM
322	Cemu	Bug	Accepted	Normal	Compatibility	Marvel Avengers Battle for Earth crashes on the new update	Petergov	04/12/2021 01:07 AM
361	Cemu	Bug	Accepted	Normal	Input	Input is broken in The Book of Unwritten Tales 2	Petergov	07/23/2020 05:14 PM
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
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
84	Cemu	Feature requests	In Progress	Normal	Input	Add a mappable action for Shaking a Wiimote	Petergov	07/03/2019 10:27 PM