

Cemu - Bug #105

Disney Infinity 3.0 with ToyPad HID not functioning

06/29/2019 07:55 AM - DavyJones

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|---|---------------|--------------------------|------------|
| Status: | New | Start date: | 06/29/2019 |
| Priority: | Normal | | |
| Assignee: | | | |
| Category: | Compatibility | | |
| API: | | GPU Vendor/Model: | |
| Cemu Version: | | | |
| Description I got a Lego Dimensions Wii U starter pack and following the release of 1.15.6 it works flawlessly with the toy pad reading the Lego pieces. I also have a Disney Infinity 3.0 starter set which I tried as I thought it might work. In 1.15.9 the game gets as far as the "online doesn't function" and then crashes so I thought it was maybe due to that. As I still have a copy of 1.15.3 I tried it and it got passed the online notification and proceeded to ask to connect the toy pad and then it crashed. So I'm thinking it may then work at some point if the toy pad can be made active. | | | |

History

#1 - 07/07/2019 12:58 PM - DavyJones

Compatibility issue persists in 1.15.10. Had not expected a fix as USB devices were not referred to in release notes but just to note it anyway