

Cemu - Bug #133

NintendoLand doesn't detect EMULATED wiimotes

07/11/2019 03:51 PM - Reeces_Pieces

Status: New	Start date: 07/11/2019
Priority: Normal	
Assignee: Petergov	
Category: Input	
API:	GPU Vendor/Model:
Cemu Version:	
Description	
<p>When playing NintendoLand with multiple controllers, the first controller set to emulate the Gamepad and the others set to emulate Wiimotes, if you try to start an attraction that requires 2 players it won't let you because it only sees the gamepad.</p> <p>This issue still occurs on Cemu 1.15.10.</p> <p>Reddit post of when I initially discovered this: https://www.reddit.com/r/cemu/comments/8vkn0k/emulated_wiimote_not_paired/</p>	