

Cemu - Bug #144

PIKMIN 3 Anolog input issue

07/18/2019 02:38 AM - theboy181

Status: Resolved	Start date: 07/18/2019
Priority: Normal	
Assignee: Petergov	
Category: Input	
API: OpenGL	GPU Vendor/Model:
Cemu Version:	
Description When you have the game set to GAMEPAD and you press RIGHT the character will not move. Tested with Xinput	

History

#1 - 07/20/2019 02:41 PM - Petergov

- Status changed from New to Accepted

#2 - 04/11/2021 06:17 PM - Serfrost

- Status changed from Accepted to Resolved

As far as I know this is mainly an issue with Controlstick Range defaults and should more or less be resolved by the user by configuring their controller Range.