

Cemu - Bug #169

Cemu will randomly stuck in gamepad view mode

08/17/2019 08:25 PM - vsub

Status:	Closed	Start date:	08/17/2019
Priority:	Normal		
Assignee:			
Category:	General		
API:	OpenGL	GPU Vendor/Model:	nVidia GTX 1060
Cemu Version:			

Description

I don't know what triggers this or how to trigger it but I switch to the Gamepad View mode window at least 50 times during a gameplay session(I use the program autohotkey to minimize\restore the GamePad view window with the right mouse button)

Sometimes even that I am clicking on the main window,the clicks are sended to the Gamepad View window which triggers a function based on the location I click

Sometimes the main window also displays the gamepad window and when that happens,the only way to escape it is restarting cemu

This has been happening on every version I updated to since I started using Cemu(1.14)

History

#1 - 08/17/2019 08:53 PM - Zalnor

- Status changed from New to Closed

I'm guessing this is in BOTW. Cemu is designed to where you use the mouse to click on the main game screen it will take it as a touch input at the same spot on the Gamepad screen, in BOTW this switches to gamepad view.

Also for permanently switching main screen and gamepad screen, the keyboard shortcut ctl+tab does this.

#2 - 08/17/2019 10:49 PM - vsub

No,I have two games in cemu and this happen on both of them.

Xenoblade Chronicles X

Tokyo Mirage Sessions

I am also not using the hotkey from the input settings to switch between the main window and the gamepad window,I am using Options=>Separate Gamepad View

Xenoblade Chronicles X don't have a feature to switch the main window to the game window like in XCX but this also happens there

When everything works fine,even if the "Gamepad View" separate window is not active,cemu sometimes send clicks to it while clicking on the main window

This locking also happen before while using the hotkey from the Input settings and that's why I started using the separate window but sadly it happens again