

## Cemu - Bug #305

### Cannot map Wiimote Nunchuck

04/03/2020 06:26 PM - Blazin109

<b>Status:</b>	New	<b>Start date:</b>	04/03/2020
<b>Priority:</b>	Normal		
<b>Assignee:</b>	Petergov		
<b>Category:</b>	Input		
<b>API:</b>	Vulkan	<b>GPU Vendor/Model:</b>	GeForce RTX 2080 Ti
<b>Cemu Version:</b>	1.17.4		

#### Description

I have 4 of wiimote TR (black motion plus') and 4 black nunchucks and a dolphin bar in mode 4. Everything works correctly the way it should in Dolphin emulator but on Cemu the wiimote works but I am simply not able to map any controls of any nunchuck, others been having this problem as well. I tried wiimotehook which didn't help, i tried HID driver control center it works but only for one properly, whenever i would try to map the analog stick in cemu for the other 3 nunchucks it the axis' wouldn't work properly. I am all out of solutions. Any help would be greatly appreciated or an update to cemu to resolve this issue where people are unable to map their nunchuck controls. Thanks.

#### History

##### #1 - 04/13/2020 09:58 AM - Cemmer76

Not only it is impossible to map nunchuck buttons, attaching the nunchuck to the Wiimote also makes the Wiimote unusable (button mapping doesn't work anymore)

##### #2 - 04/02/2021 04:45 PM - AdmiralQuade

- File *cemu\_1.22.9d\_nunchuck\_bug.png* added

I can reliably reproduce the bug:

An original Nintendo Wii Motion Plus Controller with connected Nunchuck works properly in Dolphin, but in Cemu it is impossible to map the Nunchuck controls.

Both Extensions "MotionPlus" and "Nunchuck" are selected. Also tried to disconnect and connect the Nunchuck.

Any timeline on fixing the bug? Can I help somehow?

##### #3 - 04/10/2021 02:47 PM - Serfrost

- Subject changed from *UNABLE to MAP NUNCHUCK CONTROLS* to *Cannot map Wiimote Nunchuck*

#### Files

cemu_1.22.9d_nunchuck_bug.png	24.5 KB	04/02/2021	AdmiralQuade
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