

Cemu - Bug #307

Controller API "DSUClient" input lag

04/04/2020 10:38 AM - Cemmer76

Status: Closed	Start date: 04/04/2020
Priority: Normal	
Assignee: Petergov	
Category: Input	
API:	GPU Vendor/Model:
Cemu Version: 1.18.0b	

Description

The new DSUClient controller API in input setting produces a lot of lag.

I started DS4windows and tried my Dual Shock 4 both via cable or bluetooth, but the result is always the same: when I press a gamepad key Cemu recognises it after almost 5 seconds (!)
Instead setting Controller API to "Xinput" there's no lag at all.

P.S. (OT) from what I can see using DSUClient the Force Feedback setting is greyed out (not supported) and that is a step backwards, in fact Cemuhook gives the possibility of using motion controls in combination with Force Feedback...

Windows 10
Intel i7 7700

History

#1 - 04/05/2020 10:54 AM - Cemmer76

Fixed by 1.18.0c thanks

#2 - 04/05/2020 11:46 AM - Exzap

- Status changed from New to Closed