

Cemu - Bug #329

DSUClient Motion Controls Bug

05/03/2020 10:01 PM - Zrego

Status:	Resolved	Start date:	05/03/2020
Priority:	Normal		
Assignee:	Petergov		
Category:	Input		
API:		GPU Vendor/Model:	
Cemu Version:	1.18.2c		

Description

When using DSUClient, motion controls don't work properly as it should, in my case i'm using a DS4 with Ryochan7's DS4Windows. I provided 2 videos to illustrate the bug.

Case 1: The camera rune gets weird when aim with motion controls is turned on, I didn't even move DS4.

Case 2: I couldn't flip the apparatus upside down like how people easily solve this puzzle.

Both cases weren't like this if I used Cemuhook's motion protocol. Bow/weapon aiming works normally with Cemu's DSUClient however. Thanks

History

#1 - 05/15/2020 09:46 PM - gmsalomao2

Zrego wrote:

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More people are experiencing this bug too. I've tested with Android phone (using 2 different methods). It looks like there's an axis missing. I couldn't solve the same Shrine you showed on your video. Had to use Cemuhook + joystick motion emulation.

I also used PadTest to see if the problem was my phone or my pc. But PadTest perfectly received the input.

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#2 - 04/11/2021 08:23 PM - Serfrost

- Status changed from New to Accepted

#3 - 07/03/2021 06:16 AM - Exzap

- Status changed from Accepted to Resolved

Cemu 1.24.0 comes with reworked motion controls. This should be fixed.

Files

case 1.mp4	4.22 MB	05/03/2020	Zrego
case 2.mp4	4.39 MB	05/03/2020	Zrego