Cemu - Bug #526

THE AMAZING SPIDERMAN 2 - button assigment problem

06/06/2021 10:18 AM - Cemmer76

Status:	New	**Start date:**	06/06/2021
Priority:	Normal		
Assignee:	Petergov		
Category:	Input		
API:		**GPU Vendor/Model:**	rtx 2060 super
Cemu Version:	1.23.0c		

Description
I'm using an X-box one S controller and with the game The Amazing Spider-Man 2™ [AM9P52] the "-" button is not correctly recognised (it should be used to open the phone menu, instead it acts just like the "+" key that pauses the game) In my input setting buttons are correctly mapped and as far as I know this is the only game that has this problem...