Cemu - Bug #537

wiimote nunchuck input settings up, down, left, right nunchuck mapping bug

07/10/2021 06:32 AM - Samo

Status:	New	**Start date:**	07/10/2021
Priority:	Normal		
Assignee:	Petergov		
Category:	Input		
API:		**GPU Vendor/Model:**	
Cemu Version:	1.24.0b		

Description

it appears there is a bug in the mapping input section from a wiimote nunchuck. Cemu will detect all directions individually from a nunchuck c stick, but when trying to map all up, down, left, right it forces the overlap of two directions only allowing one X and one Y coordinate. It seems like the mapping could be fixed by adjusting the open parameters for mapping from the nunchuck in the api or cemu input settings code.
Perhaps adding a Y axis + and Y axis - as well as X axis + X Axis - could do the trick.

It looks like the code currently only enables an X- and Y- for the nunchuck cstick.

Files

Screenshot (335).png	29.2 KB	07/10/2021	Samo