

Cemu - Feature requests #539

Allow more controller APIs to maintain the mapping when tweaking the selected controller

07/16/2021 06:06 PM - Geroyuni

Status: New	Start date: 07/16/2021
Priority: Normal	
Assignee: Petergov	
Category: Input	
API:	GPU Vendor/Model:
Cemu Version:	
Description (This may be less of a suggestion and more of a bug depending on the devs' thoughts) Xinput allows for you to conveniently change between controllers while keeping the mapping, so that you can avoid re-mapping everything again. It seems to me that at least WGI Gamepad, SDL and DSUClient could keep this behavior given it seems the controllers act identically in these APIs. Ones like DirectInput and WGI RawController may be a step too far.	