

Cemu - Bug #542

SDL controllers stop moving if disconnected and reconnected

07/16/2021 07:19 PM - Geroyuni

Status:	New	Start date:	07/16/2021
Priority:	Normal		
Assignee:	Petergov		
Category:	Input		
API:		GPU Vendor/Model:	
Cemu Version:	1.24.0b		
Description			
If you connect a controller for the first time, it will move correctly in the input settings when mapped with SDL. If you disconnect and reconnect the controller, it stops responding in the input settings with SDL. To make the controller start working again, you need to re-open the emulator.			