

Cemu - Bug #569

Trine 2 - Director's cut controller issue with pro controller

09/04/2021 03:28 PM - luismasp

Status:	New	Start date:	09/04/2021
Priority:	Normal		
Assignee:	Petergov		
Category:	Input		
API:		GPU Vendor/Model:	Nvidia GTX 970
Cemu Version:	1.25.3c		
Description			
<p>Trine 2 Director's cut is a exclusive version for wiiU and also the most complete. The game is totally playable but only can be played using wiiu pad, because even if the pro pad is supported, on cemu it has a strange bug, if the pro controller is selected, the main character can not be controlled and becomes totally unplayable since it's like some button is being pressed, the character walks to the left everytime, and also the cursor controlled with the right stick becomes mad.</p> <p>This is not a controller issue related, since I tested it with a lot of controllers, Xbox 360, Xbox one, and also a keyboard. To reproduce this bug, just select the pro controller on input settings with the mapping you want, and try to go ingame.</p> <p>The game works fine if the Wiiu Pad is selected and mapped.</p> <p>Tested on W10 x64</p>			