Cemu - Bug #584

The IR pointer didn't work on Cemu

11/03/2021 01:02 PM - cat556

| Status: | New | Start date: | 11/03/2021 |
|---------------|----------|-------------------|------------|
| Priority: | Normal | | |
| Assignee: | Petergov | | |
| Category: | Input | | |
| API: | OpenGL | GPU Vendor/Model: | |
| Cemu Version: | 1.25.2 | | |

Description

the wiimote and sensor bar works on Dolphins, when I use them to play mario party 10 on cemu, the button and motion works, but the sensor bar didn't, you can't aim.

History

#1 - 11/06/2021 02:39 PM - cat556

Solved

#2 - 11/06/2021 02:43 PM - cat556

- 1.Not all Wiimotes can aim
- 2.It have relationship with the version of Cemu
- 3.Make sure there is your Wiimote connecting your bluetooth

It works finally, though it didn't work as well as in Dolphins, longing for the better version, thanks.

04/19/2024 1/1