Cemu - Bug #60

Rumble in BOTW doesn't work with "Wii U Gamepad" on a Xbox 360 controller with XInput

05/11/2019 12:51 PM - loryax37

Status:	Resolved	**Start date:**	05/11/2019
Priority:	Normal		
Assignee:	Petergov		
Category:	Input		
API:		**GPU Vendor/Model:**	
Cemu Version:			

Description

The controller is original and rumble is set to 100%.
Rumble works when using "Wii U Pro Controller".
Might also not work in other games, i have only tested BOTW.

History

#1 - 05/15/2019 06:18 PM - Petergov

- Status changed from New to Accepted

- Assignee set to Petergov

- Priority changed from High to Normal

#2 - 05/31/2019 06:26 PM - Petergov

- Status changed from Accepted to Resolved

gamepad rumble should be fixed with version 1.15.8

#3 - 07/04/2019 12:38 AM - Zalnor

- Category set to Input

#4 - 07/07/2019 07:01 PM - loryax37

This has been broken again in 1.15.10.

#5 - 07/07/2019 09:01 PM - loryax37

Actually it works, it's just that when upgrading to 1.15.10 the input profile rumble % is reset to 0, despite being 100% in cemu 1.15.9.