

Cemu - Bug #637

Second Wiimote has much more input delay

04/22/2022 10:27 PM - mrenzi

Status:	New	Start date:	04/22/2022
Priority:	Normal		
Assignee:	Petergov		
Category:	Input		
API:	OpenGL, Vulkan	GPU Vendor/Model:	
Cemu Version:	1.26.2f		
Description			
With more than one wiimote connected, version 1.26.1 and 1.26.2 cause the second Wiimote to have insane amounts of input delay, regardless of the packet delay setting using the wiimote API.			