

## Issues

| #   | Project | Tracker          | Status      | Priority | Category      | Subject  | Assignee | Updated             |
|-----|---------|------------------|-------------|----------|---------------|--|----------|---------------------|
| 322 | Cemu    | Bug              | Accepted    | Normal   | Compatibility | Marvel Avengers Battle for Earth crashes on the new update   | Petegov  | 04/12/2021 01:07 AM |
| 75  | Cemu    | Feature requests | New         | Normal   | Input         | Emulated Wiimote input doesn't support IR pointer  | Petegov  | 06/03/2019 11:59 AM |
| 84  | Cemu    | Feature requests | In Progress | Normal   | Input         | Add a mappable action for Shaking a Wiimote  | Petegov  | 07/03/2019 10:27 PM |
| 192 | Cemu    | Feature requests | New         | Normal   | Input         | Mouse and keyboard controler   | Petegov  | 09/14/2019 10:39 AM |
| 201 | Cemu    | Feature requests | New         | Normal   | Input         | Gamecube Controller Emulation  | Petegov  | 11/04/2019 11:33 PM |
| 226 | Cemu    | Feature requests | New         | Normal   | Input         | Add option to disable gamepad touch screen input   | Petegov  | 12/16/2019 10:42 PM |
| 306 | Cemu    | Feature requests | New         | Normal   | Input         | Separate controller api and DSU client.  | Petegov  | 04/04/2020 02:13 AM |
| 337 | Cemu    | Feature requests | New         | Normal   | Input         | Add support for wii classic controller   | Petegov  | 05/15/2020 10:06 AM |
| 343 | Cemu    | Feature requests | New         | Normal   | Input         | Steam link/steam play gyro support   | Petegov  | 05/23/2020 05:24 AM |
| 391 | Cemu    | Feature requests | New         | Normal   | Input         | Dualshock 3 Sixaxis motion control support through Sony driver using HID.                            | Petegov  | 01/08/2022 11:30 AM |
| 445 | Cemu    | Feature requests | New         | Normal   | Input         | Input Settings - Have Profiles save/set the desired input device upon Profile Save/Load              | Petegov  | 04/12/2021 01:14 AM |
| 470 | Cemu    | Feature requests | New         | Normal   | Input         | Enable Separate Gamepad View on startup  | Petegov  | 02/02/2021 10:33 AM |
| 476 | Cemu    | Feature requests | New         | Normal   | Input         | Mouse Support  | Petegov  | 04/12/2021 05:02 AM |
| 483 | Cemu    | Feature requests | New         | Normal   | Input         | Map extra button on controller to screenshot   | Petegov  | 02/14/2021 07:43 AM |
| 488 | Cemu    | Feature requests | New         | Normal   | Input         | Gamepad Screen Toggling Option   | Petegov  | 02/26/2021 06:25 PM |
| 509 | Cemu    | Feature requests | New         | Normal   | Input         | Add Rumble support for DSU Client api.   | Petegov  | 04/20/2021 06:41 PM |
| 539 | Cemu    | Feature requests | New         | Normal   | Input         | Allow more controller APIs to maintain the mapping when tweaking the selected controller             | Petegov  | 07/16/2021 06:06 PM |
| 540 | Cemu    | Feature requests | New         | Normal   | Input         | Give sensible default mappings for some controller APIs  | Petegov  | 07/16/2021 06:25 PM |
| 541 | Cemu    | Feature requests | New         | Normal   | Input         | Show disconnected controllers as "(disconnected)" on Xinput, and other APIs if possible              | Petegov  | 07/16/2021 06:31 PM |
| 548 | Cemu    | Feature requests | New         | Normal   | Input         | Add an option for toggling the "SDL_HINT_JOYSTICK_HIDAPI_PS4_RUMBLE" hint when using the SDL backend | Petegov  | 07/26/2021 11:42 PM |
| 550 | Cemu    | Feature requests | New         | Normal   | Input         | Highlight Controller Input When Input Activated  | Petegov  | 01/25/2022 02:44 PM |
| 571 | Cemu    | Feature requests | New         | Normal   | Input         | Allow combination of sdl controllers to support split joy cons                                       | Petegov  | 09/05/2021 06:54 PM |
| 610 | Cemu    | Feature requests | New         | Normal   | Input         | Bring back WGI for use of Impulse Triggers on Xbox One S/X and series S/X controllers                | Petegov  | 01/10/2022 04:36 PM |
| 615 | Cemu    | Feature requests | New         | Normal   | Input         | Allow motion with mouse to stay at last placement  | Petegov  | 01/22/2022 10:15 AM |
| 643 | Cemu    | Feature requests | New         | Normal   | Input         | Controller key combination to close a game   | Petegov  | 05/21/2022 06:43 PM |
| 5   | Cemu    | Bug              | Accepted    | Normal   | Input         | Controller input not being fully detected/functioning properly                                       | Petegov  | 07/04/2019 12:46 AM |
| 133 | Cemu    | Bug              | New         | Normal   | Input         | NintendoLand doesn't detect EMULATED wiimotes  | Petegov  | 07/11/2019 03:51 PM |
| 140 | Cemu    | Bug              | Accepted    | Normal   | Input         | P2 Input Enabled crashes game "KickBeat Special Edition"   | Petegov  | 07/26/2019 05:01 PM |

| #   | Project | Tracker | Status   | Priority | Category | Subject  | Assignee | Updated             |
|-----|---------|---------|----------|----------|----------|--|----------|---------------------|
| 142 | Cemu    | Bug     | New      | Normal   | Input    | Input bug with "Momonga - Pinball Adventures"  | Petegov  | 07/15/2019 06:22 AM |
| 145 | Cemu    | Bug     | New      | Normal   | Input    | [Kirby Rainbow Curse/Paintbrush] The touch screen continue to receive inputs even when you release the mouse button    | Petegov  | 04/11/2021 06:19 PM |
| 298 | Cemu    | Bug     | New      | Normal   | Input    | Rumble effect feedback in "Options/input setting/additional settings/Rumble" changes while in-game (much lower effect) | Petegov  | 03/26/2020 12:01 PM |
| 305 | Cemu    | Bug     | New      | Normal   | Input    | Cannot map Wiimote Nunchuck  | Petegov  | 04/10/2021 02:47 PM |
| 308 | Cemu    | Bug     | New      | Normal   | Input    | DSUClient fails when network interface is disabled   | Petegov  | 04/05/2020 08:15 AM |
| 321 | Cemu    | Bug     | New      | Normal   | Input    | Vibration really weak for Wii U gamepad profile as compared to Wii U pro controller profile                            | Petegov  | 04/22/2020 09:46 PM |
| 353 | Cemu    | Bug     | New      | Normal   | Input    | Mario Party 10: Emulated Wiimotes not paired   | Petegov  | 04/11/2021 08:54 PM |
| 361 | Cemu    | Bug     | Accepted | Normal   | Input    | Input is broken in The Book of Unwritten Tales 2   | Petegov  | 07/23/2020 05:14 PM |
| 381 | Cemu    | Bug     | New      | Normal   | Input    | Forced minimum Deadzone regardless of Input Settings   | Petegov  | 07/10/2020 01:29 PM |
| 432 | Cemu    | Bug     | Accepted | Normal   | Input    | Cannot input Alt+C   Ctrl+Alt+C anywhere while Cemu is open in the background.   | Petegov  | 04/12/2021 01:01 AM |
| 433 | Cemu    | Bug     | New      | Normal   | Input    | Fatal Frame 5 camera fixed on vertical mode.   | Petegov  | 01/10/2021 12:20 PM |
| 477 | Cemu    | Bug     | New      | Normal   | Input    | DSU client port reverts to default on opening application or entering input settings                                   | Petegov  | 02/10/2021 12:15 PM |
| 507 | Cemu    | Bug     | New      | Normal   | Input    | Nvidia shield 2017 controller input settings problem   | Petegov  | 04/11/2021 09:48 AM |
| 511 | Cemu    | Bug     | New      | Normal   | Input    | Cemu rumble issue  | Petegov  | 04/25/2021 10:51 AM |
| 513 | Cemu    | Bug     | Accepted | Normal   | Input    | Super Mario 3D World FPS drops, while using the gamecube Controller api  | Petegov  | 04/30/2021 02:30 PM |
| 520 | Cemu    | Bug     | New      | Normal   | Input    | Official WiiU classic controller manufactured by PDP not well recognized   | Petegov  | 05/14/2021 08:15 PM |
| 526 | Cemu    | Bug     | New      | Normal   | Input    | THE AMAZING SPIDERMAN 2 - button assignment problem  | Petegov  | 06/06/2021 10:18 AM |
| 535 | Cemu    | Bug     | New      | Normal   | Input    | Input for XInput recognized by CEMU but not mapping correctly in BOTW  | Petegov  | 06/30/2021 03:57 PM |
| 537 | Cemu    | Bug     | New      | Normal   | Input    | wiimote nunchuck input settings up, down, left, right nunchuck mapping bug   | Petegov  | 07/10/2021 06:32 AM |
| 542 | Cemu    | Bug     | New      | Normal   | Input    | SDL controllers stop moving if disconnected and reconnected  | Petegov  | 07/16/2021 07:19 PM |
| 545 | Cemu    | Bug     | New      | Normal   | Input    | Skylanders swap force portal issue   | Petegov  | 07/20/2021 07:19 PM |
| 546 | Cemu    | Bug     | New      | Normal   | Input    | Wii MotionPlus INSIDE controllers not detected   | Petegov  | 07/23/2021 03:31 AM |
| 553 | Cemu    | Bug     | New      | Normal   | Input    | All my buttons get mixed up after I add a second player  | Petegov  | 08/06/2021 09:09 AM |
| 569 | Cemu    | Bug     | New      | Normal   | Input    | Trine 2 - Director's cut controller issue with pro controller  | Petegov  | 09/04/2021 03:28 PM |
| 584 | Cemu    | Bug     | New      | Normal   | Input    | The IR pointer didn't work on Cemu   | Petegov  | 11/06/2021 02:43 PM |
| 594 | Cemu    | Bug     | New      | Normal   | Input    | Second Wiimote is very laggy   | Petegov  | 12/29/2021 11:09 AM |
| 595 | Cemu    | Bug     | New      | Normal   | Input    | Switch Pro controller with SDL - motion controls not working correctly   | Petegov  | 01/10/2022 08:55 PM |
| 596 | Cemu    | Bug     | New      | Normal   | Input    | GCN controller rumbles for 10 seconds minimum  | Petegov  | 01/02/2022 10:17 PM |
| 613 | Cemu    | Bug     | New      | Normal   | Input    | 1.26.0 only detects 1 controller   | Petegov  | 01/20/2022 01:24 PM |
| 614 | Cemu    | Bug     | New      | Normal   | Input    | The "Show screen" function does not work.  | Petegov  | 01/20/2022 06:50 PM |
| 617 | Cemu    | Bug     | New      | Normal   | Input    | Switching to gamepad view no longer working  | Petegov  | 01/24/2022 06:22 PM |

| #   | Project | Tracker | Status   | Priority | Category | Subject   | Assignee | Updated             |
|-----|---------|---------|----------|----------|----------|---|----------|---------------------|
| 621 | Cemu    | Bug     | New      | Normal   | Input    | Battle Quest minigame for Nintendoland ZL ZR button Issues              | Petegov  | 02/19/2022 07:43 PM |
| 626 | Cemu    | Bug     | New      | Normal   | Input    | DSUController not listing controllers from another host IP              | Petegov  | 03/19/2022 11:41 AM |
| 631 | Cemu    | Bug     | New      | Normal   | Input    | crash on wake of wireless gamepad                                       | Petegov  | 03/26/2022 01:41 AM |
| 637 | Cemu    | Bug     | New      | Normal   | Input    | Second Wiimote has much more input delay                                | Petegov  | 04/22/2022 10:27 PM |
| 644 | Cemu    | Bug     | New      | Normal   | Input    | Steam Controllers no longer work in Cemu 1.26+ with SDL                 | Petegov  | 05/29/2022 11:36 AM |
| 648 | Cemu    | Bug     | New      | Normal   | Input    | Steam Deck : Right analog stick doesn't work after wake from sleep      | Petegov  | 06/16/2022 05:30 PM |
| 660 | Cemu    | Bug     | New      | Normal   | Input    | 2nd Controller not working Bug  | Petegov  | 09/12/2022 08:38 PM |
| 669 | Cemu    | Bug     | New      | Normal   | Input    | Cemu gamepad frozen in twilight princess hd                             | Petegov  | 12/27/2022 11:52 PM |
| 677 | Cemu    | Bug     | New      | Normal   | Input    | PS5 Controller not connected on startup                                 | Petegov  | 03/21/2023 08:41 PM |
| 681 | Cemu    | Bug     | New      | Normal   | Input    | Wheel of Fortune/Jeopardy 2 player mode                                 | Petegov  | 08/27/2023 03:42 PM |
| 6   | Cemu    | Bug     | Accepted | Normal   | Sound    | Current titles with audio issues and/or still require system .rpl files | Petegov  | 07/04/2019 12:45 AM |