

Cemu - Feature requests #201

Gamecube Controller Emulation

10/11/2019 12:47 PM - Tecboy1066

Status:	New	Start date:	10/11/2019
Priority:	Normal		
Assignee:	Petergov		
Category:	Input		
API:		GPU Vendor/Model:	
Cemu Version:			
Description			
I'd like to suggest the addition of gamecube controller emulation within Cemu. This will allow users with non-gyro controllers (e.g. xbox 360 etc.) to access gyro controls easily in-game.			
An example of this is in MarioKart 8 where to perform a 'trick' when jumping the controller must be shook. However if the gamecube controller is emulated, there is a specific button to press for performing 'tricks' due to the lack of a gyro.			

History

#1 - 11/01/2019 09:56 PM - Serfrost

So what you actually want is an option to set up any controller as a Gamecube controller - as games allow you to use special macros which are normally only supported on the Gamecube Controller itself. I'm not sure if it can be done or not but I'm sure they'll consider it.

#2 - 11/04/2019 11:33 PM - Tecboy1066

Serfrost wrote:

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Yes that is in essence exactly what I had in mind. :)