

Cemu - Bug #308

DSUClient fails when network interface is disabled

04/05/2020 08:15 AM - Anonymous

Status:	New	Start date:	04/05/2020
Priority:	Normal		
Assignee:	Petergov		
Category:	Input		
API:		GPU Vendor/Model:	
Cemu Version:	1.18.0c		
Description			
<p>Cemu's new DSU client fails to communicate with the DSU server when my network device (eth0/wlan0) is switched off or unplugged, even though the localhost interface is working just fine.</p> <p>The DSU client settings are at their defaults of 127.0.0.1 and 26760, meaning only the localhost interface should be needed, yet the Controller: drop-down box just says "Searching for controllers..." forever, and Cemu logs a cryptic error message (copied below).</p> <p>Meanwhile, PadTest.exe has no trouble seeing my DSU server and tracking my gamepad's motion.</p> <pre>[08:05:39] ----- Init Cemu 1.18.0c ----- [08:05:39] Init Wii U memory space (base: 0x141280000) [08:05:39] mlc01 path: C:\cemu-mlc\ [08:05:39] Wine version: 5.5 [08:05:39] CPU: Intel(R) Core(TM) i5-3570K CPU @ 3.40GHz [08:05:39] RAM: 32348MB [08:05:39] Used CPU extensions: SSSE3, SSE4.1, AES-NI [08:05:50] dsu client connect error: resolve: Unknown error (11001)</pre>			