

## Cemu - Bug #353

### Mario Party 10: Emulated Wiimotes not paired

05/30/2020 07:50 AM - Anonymous

<b>Status:</b>	New	<b>Start date:</b>	05/30/2020
<b>Priority:</b>	Normal		
<b>Assignee:</b>	Petergov		
<b>Category:</b>	Input		
<b>API:</b>	OpenGL, Vulkan	<b>GPU Vendor/Model:</b>	
<b>Cemu Version:</b>	1.19.0		
<b>Description</b>			
Same with bug <a href="#">#133</a> , Mario Party 10 won't detect EMULATED Wiimotes either. The controls will respond but the Wiimote isn't shown as paired when going to the modes that require Wiimotes to play. It's still the same even on the latest versions.			

#### History

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**#1 - 06/30/2020 06:55 PM - Petergov**

did you press the home button on the (emulated) wiimote when it asks for wiimote players to join?

**#2 - 04/11/2021 08:54 PM - Serfrost**

Granted I've heard of quite a few people playing this game just fine so far, it's probably fine to close this.