

Cemu - Bug #381

Forced minimum Deadzone regardless of Input Settings

07/10/2020 11:56 AM - SeanD

Status:	New	Start date:	07/10/2020
Priority:	Normal		
Assignee:	Petergov		
Category:	Input		
API:	OpenGL	GPU Vendor/Model:	nVidia
Cemu Version:	1.19.3		

Description

It seems like there is a forced non-normalized minimum value of deadzone applied to both analogue sticks by CEMU regardless of what the value is set to in Input Settings. The minimum value seems to be ~25%, setting it to anything lower does nothing, but higher works (albeit, non-normalized, which is not ideal)

Tested with both Xinput and Directinput API. Tested in BotW. Archery and the scope is very imprecise for this reason, as the minimum amount of movement by the right analogue stick that actually is registered causes huge bursts of camera movement.

I've been using anti-deadzone of 25% using X360CE as a workaround, but this far from ideal as this causes the central 25% of the controller to do nothing.

History

#1 - 07/10/2020 01:29 PM - SeanD

Also I've now found that there's a 'warning' in the 'Getting Started' page advising not to set the axis Deadzone too low. But it doesn't state why, or what problems might be caused by it. Cause as it is, the deadzone is impacting the gameplay of what I believe is the most played on the emulator.