

## Cemu - Bug #39

### Real wiimote vibration causes severe performance issues

04/07/2019 09:45 PM - legend80

<b>Status:</b> Resolved	<b>Start date:</b> 04/07/2019
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b> Input	
<b>API:</b>	<b>GPU Vendor/Model:</b>
<b>Cemu Version:</b>	
<b>Description</b> In games like MP10, just navigating menus with vibration active on real wiimote, causes constant 'freezing' as the vibration event is triggered. I'm pretty certain this is a recent regression. Turning off vibration = silky smooth experience  i7 6700k @4.5ghz., 16gb ram, Nvidia 1080	

#### History

##### #1 - 04/18/2019 08:24 PM - Petergov

- Status changed from New to Accepted

are you using multiple wiimotes or is one already enough?

##### #2 - 04/19/2019 11:35 PM - legend80

Petergov wrote:

are you using multiple wiimotes or is one already enough?

Just one wiimote(plus).

##### #3 - 07/04/2019 12:41 AM - Zalnor

- Category set to Input

##### #4 - 10/18/2019 11:17 AM - Petergov

- Status changed from Accepted to Resolved

Should be resolved in v1.15.17