Cemu - Bug #41

Rumble not working on Xbox One S Pad connected to Nvidia Shield TV

04/08/2019 10:59 AM - dajeff57

Status:	New	**Start date:**	04/08/2019
Priority:	Normal		
Assignee:			
Category:	Input		
API:		**GPU Vendor/Model:**	
Cemu Version:			

Description

(On Cemu 1.5.3)

When I'm using a Xbox One S gamepad (wireless) on my pc directly with the Xinput configuration in Cemu, I can turn the rumble on and have the rumble run in all the games basically.

However, when I run Cemu through gamestream (meaning; pc is on, running Cemu, and the tv box "nvidia shield" is streaming content), the same pad (still configured and recognized in Cemu as a Xinput pad, and the rumble slider is on 30% for example) does not show any rumble.

That being said, still on the shield, when I run any steam game, the rumble works with the pad.

My conclusion is therefore that the rumble, when used in a gamestream environment, is not recognized properly by cemu.

History

#1 - 07/04/2019 12:41 AM - Zalnor

- *Category set to Input*