Cemu - Bug #433

Fatal Frame 5 camera fixed on vertical mode.

11/16/2020 05:03 AM - Khodak

Status:	New	**Start date:**	11/16/2020
Priority:	Normal		
Assignee:	Petergov		
Category:	Input		
API:	Vulkan	**GPU Vendor/Model:**	Geforce 940MX
Cemu Version:	1.21.5		

Description

Camera is always on vertical no matter what, tried many configs with both DS4 and Keyboard. I remember it working just fine in older versions of Cemu.

Video of the issue: https://streamable.com/l3riec

History

#1 - 12/05/2020 07:57 AM - chriztr

Khodak wrote:

> Camera is always on vertical no matter what, tried many configs with both DS4 and Keyboard. I remember it working just fine in older versions of Cemu.
>
> Video of the issue: https://streamable.com/l3riec

This is easily fixable in-game by moving the camera around with the motion controls for the game, or simply right click and hold with the mouse, then move the mouse around.
(pro-tip, right click with the mouse slightly top-right in the cemu window to auto-set it to the correct position.)

#2 - 12/15/2020 12:00 PM - Khodak

chriztr wrote:

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I've tried my friend, as I said... the camera used to work just fine, now its stuck in vertical position on both M+KB and Dualshock 4. No idea on what might have caused this tho.

#3 - 12/15/2020 12:23 PM - Khodak

I managed to fix it, the issue was due to DS4windows probably disabling the UDP server in some update, so the motion controls were empty. All I had to do was enable again and all good.

Fucking hell man...