

Cemu - Bug #47

Some buttons on certain DirectInput gamepads (e.g. OnLive) not recognized

04/20/2019 07:38 PM - mark_k

Status:	Resolved	Start date:	04/20/2019
Priority:	Normal		
Assignee:	Petergov		
Category:	Input		
API:		GPU Vendor/Model:	
Cemu Version:			

Description

With certain DirectInput gamepads Cemu fails to recognize presses of some buttons. I'm seeing this problem with an OnLive Universal Wireless Controller. Same issue regardless of method of connection (USB, Bluetooth or 2.4GHz wireless).

No other Windows program seems to have this issue. I'm currently working around it by using x360ce and telling Cemu to access the emulated XInput Xbox360 gamepad.

The buttons which are not recognized are: A (would be mapped to Wii U B), left stick press, right stick press

Here's a table showing which button numbers Cemu shows. Note the strange button Y number: 204. Dolphin calls that Button 12. Note also that 204 = 0xCC hex, 12 = 0x0C hex...

Wii U button	OnLive button	Cemu shows as	Dolphin shows as
A	B	Button 14	
B	A	[does not work]	Button 15
X	Y	Button 204	Button 12
Y	X	Button 13	
L	LB	Button 11	
R	RB	Button 10	
ZL	LT	Z Axis+	
ZR	RT	Z Rotation+	
+	Start	Button 6	
-	Select	Button 7	
l-click		[does not work]	Button 9
l-up		Y Axis-	
l-down		Y Axis+	
l-left		X Axis-	
l-right		X Axis+	
r-click		[does not work]	Button 8
r-up		Y Rotation-	
r-down		Y Rotation+	
r-left		X Rotation-	
r-right		X Rotation+	
dpad-up		Hat Switch up	
dpad-down		Hat Switch down	
dpad-left		Hat Switch left	
dpad-right		Hat Switch right	

History

#1 - 04/20/2019 07:39 PM - mark_k

Sorry, the table formatting is messed up. Hopefully you can still make sense of it.

#2 - 07/26/2019 05:14 PM - mlody95pl

I have similar issue on bluetooth gamepad (MOCUTE 054 - DInput). CEMU doesn't recognize button 3 and 6 pressed. Probably same issue as here: <https://github.com/csutorasa/XOOutput/commit/d4af27db3e9e57c1091e525492921d4fbef249b6>
Any chance to fix that ?

#3 - 08/19/2020 02:43 PM - labbala

mlody95pl wrote:

I have similar issue on bluetooth gamepad (MOCUTE 054 - DInput). CEMU doesn't recognize button 3 and 6 pressed. Probably same issue as here:

<https://github.com/csutorasa/XOutput/commit/d4af27db3e9e57c1091e525492921d4fbef249b6>

Any chance to fix that ?

i have same issue here as well... some of the DirectInput button are not recognized even that in the windows gamepad is showing as working..

#4 - 04/16/2021 09:03 PM - Serfrost

- *Status changed from New to Resolved*

Resolved with 1.22.11