Cemu - Bug #511

Cemu rumble issue

04/25/2021 10:43 AM - rgpires

Status:	New		**Start date:**	04/25/2021
Priority:	Normal			
Assignee:	Petergov			
Category:	Input			
API:			**GPU Vendor/Model:**	
Cemu Version:	1.22.11			

Description

Hi everyone,

I'm playing Breath of the Wild on Cemu and Vibration seems off. When I jump from high places or take damage rumble does nothing, but when I die or during certain cutscenes there is a very faint vibration that happens for a second, like it spins twice, and stops. Further example to this, right at the beginning of the game, when I open the doors, rumble spins a little when the doors start to open, rumble stops, then when the door finishes opening rumble spins a little again. Is that normal?
I'm using a wireless xbox one controller, set to xinput with the rumble slider at 45%. I searched google for any issues with rumble but there are no mentions of the same issue.

History

#1 - 04/25/2021 10:49 AM - rgpires

rgpires wrote:

> Hi everyone,
>
> I'm playing Breath of the Wild on Cemu and Vibration seems off. When I jump from high places or take damage rumble does nothing, but when I die or during certain cutscenes there is a very faint vibration that happens for a second, like it spins twice, and stops. Further example to this, right at the beginning of the game, when I open the doors, rumble spins a little when the doors start to open, rumble stops, then when the door finishes opening rumble spins a little again. Is that normal?
> I'm using a wireless xbox one controller, set to the Pro controller, xinput, with the rumble slider at 45%. I searched google for any issues with rumble but there are no mentions of the same issue.

#2 - 04/25/2021 10:51 AM - rgpires

Sorry, I don't know how to edit the original message, I was trying to add that the input is set to the pro controller.