

Cemu - Bug #520

Official WiiU classic controller manufactured by PDP not well recognized

05/14/2021 08:15 PM - Shawshank

Status:	New	Start date:	05/14/2021
Priority:	Normal		
Assignee:	Petergov		
Category:	Input		
API:	OpenGL, Vulkan	GPU Vendor/Model:	Nvidia Quadro P1000
Cemu Version:	1.22.12		

Description

There are 2 kinds of official WiiU Classic controllers : 1 manufactured by PDP (Metal Mario/Samus/Peach/Toad/DonkeyKong fight pad) and 1 manufactured by Hori (Pikachu/Zelda/Mario/Luigi Battle Pad) because Nintendo did not want to invest money himself on classic controller for WiiU. So, Nintendo allowed these 2 manufacturers to build classic controllers for them (Nintendo seal of quality).

Unfortunately, it seems that the PDP version is not well recognized by Cemu as it detects it when connecting its wire to wiimote, but it does not detect key pressed after that for button assignment. everything is working well with the Hori WiiU version or the Nintendo Wii classic controller.

Process I followed to confirm the issue :

1. in the input configuration panel, When I am using my bluetooth Wiimote alone, the controller appears in the dynamic select menu as 'Wiimote1'. so I can assign the buttons.
2. Then I am connecting the Hori WiiU classic pro or the official Wii classic controller, Cemu detects it correctly and it is still appearing in the dynamic select menu, so I still can assign the buttons.
3. Then I am connecting the PDP WiiU classic pro (model Metal Mario), it is still appearing in the dynamic select menu but when I am pressing a key, nothing happens.