

Cemu - Bug #535

Input for XInput recognized by CEMU but not mapping correctly in BOTW

06/30/2021 03:57 PM - s.bapanada

Status:	New	Start date:	06/30/2021
Priority:	Normal		
Assignee:	Petergov		
Category:	Input		
API:	Vulkan	GPU Vendor/Model:	Nvidia GTX 1080
Cemu Version:	1.23.1b		
Description			
<p>I've input my xbox controller into CEMU. It works fine in BOTW with normal mapping of keys. However, when I try to remap some keys, they get mixed up in BOTW.</p> <p>What I want:</p> <ul style="list-style-type: none">• Left Axis Click -> D Pad Down• Right Axis Click -> Left Axis Click• D Pad Down -> Right Axis Click <p>What it becomes:</p> <ul style="list-style-type: none">• Left Axis Click -> Right Axis Click• Right Axis Click -> D Pad Down• D Pad Down -> Left Axis Click <p>I've checked the file cemu/controllerProfiles/profile_name.txt and CEMU appears to be mapping the keys correctly, which means the error is somewhere else. Specifically, the relevant keys before and after are:</p> <pre># ORIGINAL XBOX CONTROLLER # 15 = LEFT AXIS 15 = button_100 # 16 = RIGHT AXIS 16 = button_200 # 12 = DOWN D 12 = button_8000000 # RECONFIGURED CONTROLLER # 15 = LEFT AXIS 15 = button_8000000 # 16 = RIGHT AXIS 16 = button_100 # 12 = DOWN D 12 = button_200</pre> <p>Interestingly, if I don't remap both Axis Click buttons and only remap one axis, the issue resolves, i.e. the following works:</p> <ul style="list-style-type: none">• Left Axis Click -> D Pad Down• D Pad Down -> Left Axis Click <p>Please ask if you need anything. Thanks in advance.</p>			

Files

xbox_controller_config.PNG	135 KB	06/30/2021	s.bapanada
xbox BOTW.txt	659 Bytes	06/30/2021	s.bapanada