

## Cemu - Feature requests #540

### Give sensible default mappings for some controller APIs

07/16/2021 06:25 PM - Geroyuni

<b>Status:</b> New	<b>Start date:</b> 07/16/2021
<b>Priority:</b> Normal	
<b>Assignee:</b> Petergov	
<b>Category:</b> Input	
<b>API:</b>	<b>GPU Vendor/Model:</b>
<b>Cemu Version:</b>	
<b>Description</b>	
Similarly to RPCS3 and Yuzu, give default mappings to controllers depending on the controller API.	
Xinput, WGI Gamepad, DSUClient, and maybe also SDL seem standardized enough across controllers such that it's basically the same for everyone. This would make it so less people have to manually map their controller or keep making controller profiles.	
Somewhat dependent on <a href="#">#539</a>	