

## Cemu - Feature requests #548

### Add an option for toggling the "SDL\_HINT\_JOYSTICK\_HIDAPI\_PS4\_RUMBLE" hint when using the SDL backend

07/26/2021 11:26 PM - isaboll1

<b>Status:</b>	New	<b>Start date:</b>	07/26/2021
<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>			
<p>The SDL2 Backend is great and allows for many features with many controllers, however there is one area that by default the SDL2 backend doesn't do, which is allow for PS4/PS5 controllers to have rumble support when connected through Bluetooth. It would be great if there was an option, maybe called "Extended Reporting" in the settings menu, that toggled the SDL2 hint "SDL_HINT_JOYSTICK_HIDAPI_PS4_RUMBLE", to allow for both PS4 and PS5 controllers to be used when the controller is connected through Bluetooth.</p> <p>There is a potential issue where this may not allow DirectInput capturing to work for other apps with those controllers after it's enabled, so there could be a warning with this feature, where it's recommended to power cycle the controllers after use with Cemu, IF the feature is enabled.</p>			

#### History

##### #1 - 07/26/2021 11:42 PM - Crementif

Maybe defaulting a bluetooth PS4/PS5 controller to a rumble value set to 0 would be a more elegant solution. And then only providing the hint when the user turns it on again. Might need some indicator to explain why too.