Cemu - Feature requests #550

Highlight Controller Input When Input Activated

07/27/2021 01:15 PM - PotatoPower159

Status:	New	**Start date:**	07/27/2021
Priority:	Normal		
Assignee:	Petergov		
Category:	Input		
API:		**GPU Vendor/Model:**	
Cemu Version:			

Description

Let's assume the following: A controller has been mapped, a controller is connected and, a controller profile chosen. It would be great if Cemu could provide real time feedback of any activated inputs. In other words, if I press the "A button" on my controller then Cemu would highlight the "A button". This would make it easier for us to check for any erroneous mappings. Dolphin emulator implements this very well. I have attached a video link below which provides a better idea of how this looks in action.

https://streamable.com/gdcw7u

History

#1 - 10/03/2021 08:07 AM - RedPill

PotatoPower159 wrote:

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YES, THIS PLEASE. Great idea!

#2 - 10/03/2021 08:09 AM - RedPill

PotatoPower159 wrote:

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Side note: how did you make that example?

#3 - 01/25/2022 02:44 PM - PotatoPower159

RedPill wrote:

> PotatoPower159 wrote:
>
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> Side note: how did you make that example?

The program in the video is dolphin emulator. The program that I used to record the footage is OBS.