

Cemu - Bug #553

All my buttons get mixed up after I add a second player

08/06/2021 09:09 AM - RHT_LorDbox4

Status:	New	Start date:	08/06/2021
Priority:	Normal		
Assignee:	Petergov		
Category:	Input		
API:	Vulkan	GPU Vendor/Model:	
Cemu Version:	1.25.0b		

Description

Hello,

Yesterday I tried to play with two (therefore two controllers) on New Super Mario Bros U. I therefore put in the parameters: on "Controller 1" the "Wii U Gamepad" with one of my controllers, on the "Controller 2" I put the "Wii U Pro Controller" with the same controller as the "Controller 1" and finally I put on the "Controller 3" the "Wii U Pro Controller" with my second controller. I then launched the game and changed the controller to "Wii Remote" and that's where my problem comes from: the keys have all changed oddly, for example A = R or Up = Down ... It probably comes from "Wii U Pro Controller". I really can't seem to fix this, any idea?