Cemu - Bug #593

DS4 motion controls not working properly in cemu 1.26.0c

12/26/2021 04:09 PM - luismasp

Status:	Closed		**Start date:**	12/26/2021
Priority:	Normal			
Assignee:	Petergov			
Category:	Input			
API:			**GPU Vendor/Model:**	
Cemu Version:				

Description

Tested with 1.26.0 & 1.26.0.c builds, SDL selected with Dualshock 4 v2. Tested also with/without cemuhook libraries.

The motion controls are not working properly, they are totally crazy, I tested this in two games such as BOTW motion control shrine (Myahm agana next to hateno village) and also in ZombiU.

I found that also the controls are inverted inside of the "settings" of the input settings, (In the same screen where you activate the motion control)on this screen, if I move up the left and right sticks, on the "Axis" and "Rotation" boxes, the movement are totally inverted. I don't know if this can be related or help to see where is the issue, but in any case, I tested also with DS4 Windows and this is working fine using this program, but not with the integrated SDL on Cemu.

I also cannot see the DS4 connected under "Options->Gamepad motion source" but i think this is normal when using SDL, and it was only for the DS4Windows purposes.

Specs:

OS: Windows 11 x64 latest
Nvidia GTX 970
i7 4790k
16GB DDR3
Dualshock 4 v2

History

#1 - 12/26/2021 04:14 PM - luismasp

Note: Of course, I deleted all the controller profiles for this version and started from scratch, since this version has a completely new input core.

#2 - 02/12/2022 11:29 AM - luismasp

Solved in 1.26.2 the issue can be closed. Thanks.

#3 - 02/12/2022 12:21 PM - Exzap

- Status changed from New to Closed