

## Cemu - Feature requests #615

### Allow motion with mouse to stay at last placement

01/22/2022 10:15 AM - chriztr

<b>Status:</b>	New	<b>Start date:</b>	01/22/2022
<b>Priority:</b>	Normal		
<b>Assignee:</b>	Petergov		
<b>Category:</b>	Input		
<b>API:</b>		<b>GPU Vendor/Model:</b>	
<b>Cemu Version:</b>	1.26 ->		

#### Description

This is more a regression in my eyes after the rework of input from 1.26.0 and onwards.

When you use emulated motion by mouse, on previous cemu builds it would stay on the last position you moved your mouse around too after holding the right mouse button.

Now it will reset back to default, which makes it a ton harder to play through the motion shrines in Zelda BotW and breaks the camera positioning in Fatal Frame / Project Zero (which isnt leveled by default).

Also makes it more clumsy in Splatoon when you're first starting a new game before you can change between motion and just using R-stick for aiming.

At least consider a toggle-able / click-able box in the input section where this can be turned back on.