Cemu - Bug #621

Battle Quest minigame for Nintendoland ZL ZR button Issues

02/19/2022 04:53 PM - PotatoPower159

Status:	New	**Start date:**	02/19/2022
Priority:	Normal		
Assignee:	Petergov		
Category:	Input		
API:	Vulkan	**GPU Vendor/Model:**	RTX 2060
Cemu Version:	1.26.2f		

Description

Can't get past the ZL ZR screen for the Battle Quest minigame for Nintendoland. A video of the issue and a copy of my controller configuration is provided below. I'm using a PS4 controller with DS4Windows. To connect the controller to my pc an official Sony dualshock 4 usb wireless adaptor was used.

https://streamable.com/m9zpum

https://imgur.com/xMX33G6

The ZL and ZR work fine on other Wii U games like Pikmin 3 and Donkey Kong with the same controller and setup mentioned above. This makes it seem like the issue lies with Nintendoland. Please let me know if there is any other information that you would like.

History

#1 - 02/19/2022 07:43 PM - PotatoPower159

The problem seems to be a controller input regression, so this is not game specific. I was also unable to use my d-pad on mario kart 8 using an x box controller as well. I'm not sure which Cemu version in particular is to blame though. I made a new controller profile and it worked, although Cemu should still be able to read old controller profiles. It seems that version 1.26.2f is having trouble understanding certain inputs when reading txt file formats. When I created a new profile it made an xml file instead of a txt.