

## Cemu - Bug #644

### Steam Controllers no longer work in Cemu 1.26+ with SDL

05/29/2022 11:36 AM - RedPill

<b>Status:</b>	New	<b>Start date:</b>	05/29/2022
<b>Priority:</b>	Normal		
<b>Assignee:</b>	Petergov		
<b>Category:</b>	Input		
<b>API:</b>	Vulkan	<b>GPU Vendor/Model:</b>	EVGA 3080 FTW3
<b>Cemu Version:</b>	1.26.2		

#### Description

Steam Controllers previously worked with Cemu-SDL <v1.26, including native motion-input without any external apps/hooks.

But Cemu's v1.26+ no longer see input from Steam-Controller: no buttons, no motion, etc. I've tested all Cemu's since v1.24, all work until 1.26+ (1.27 doesn't work either). When I change the API to "XInput", newer Cemus suddenly receive input. But switching it to SDL, no more input.

I can tell Steam/SC is sending input regardless by the SC's haptic feedback. But it's as if newer Cemu's have an invisible window where the input is going to. I've tried running Cemu straight to a fullscreen game, but that doesn't fix it.

Cemu's 1.26+ SDL now detect the SC as "XBOX 360 For Windows" compared to older Cemu's detecting it as "XInput Controller". Could it be part of the issue?

PS - Each of these Cemu's is launched from inside Steam as a non-Steam game. I've also run both as administrator + non-admin, to no avail.

#### Files

Cemu + SteamController.png	125 KB	05/29/2022	RedPill
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