

## Cemu - Bug #677

### PS5 Controller not connected on startup

03/21/2023 08:41 PM - DorkMuffin

<b>Status:</b>	New	<b>Start date:</b>	03/21/2023
<b>Priority:</b>	Normal		
<b>Assignee:</b>	Petergov		
<b>Category:</b>	Input		
<b>API:</b>		<b>GPU Vendor/Model:</b>	
<b>Cemu Version:</b>	1.26.2f		
<b>Description</b>			
<p>Every time I start up Cemu, I have to go into Input Settings and specify that my PS5 controller is being used, despite the program recognizing and saving the settings for it. I am using a DualSense via Bluetooth 5.1, and software called DSX to control it, as the DualSense has no first-party drivers available. Once I tell Cemu "hey, use this controller" it works fine, but it is tedious when I have to select the API and controller every startup.</p>			