

Cemu - Feature requests #75

Emulated Wiimote input doesn't support IR pointer

06/03/2019 11:59 AM - pbsds

Status: New	Start date: 06/03/2019
Priority: Normal	
Assignee: Petergov	
Category: Input	
API:	GPU Vendor/Model:
Cemu Version:	
Description I'd like to play games like Pikmin 3 which is best experienced using the Wiimote as a pointing device. The wiimote emulation does support mapping the buttons, but pointing with IR is not mappable. I'd like to be able to use my mouse pointer to control the Wiimote pointer. This might conflict with the touch controls for the WiiU tablet, but when using a separate window for it, or when it is not connected it should not be an issue. Dolphin have solved this quite well, and borrowing the code shouldn't be easy.	