Emulator - Emulator Issues #10818

Android: Choosing a different controller during emulation doesn't enable that controller

01/23/2018 06:53 AM - ryanebola16

Status:	Fix pending	**% Done:**		0%
Priority:	Normal			
Assignee:	ryanebola16			
Category:				
Target version:				
Operating system:	Android	**Relates to performance:**		No
Issue type:	Bug	**Easy:**		No
Milestone:		**Relates to maintainability:**		No
Regression:	No	**Regression start:**		
Relates to usability:	Yes	**Fixed in:**		

Description

What steps will reproduce the problem?

1. For Player 1, enable emulated GameCube Controller and disable Wii Remote
2. Play a game that accepts GameCube and Wii Controller inputs (like Super Smash Bros. Brawl)
3. Switch on-screen controller to GameCube if it isn't already. You'll need to deal with #10718 if you never set up an emulated GameCube Controller. Confirm that input works properly.
4. Drag downward from the top of the screen
5. Open the menu -> Configure Controls -> Choose Controller -> Change to "Wii Remote"
6. Observe that inputs do not work for the Wii Remote. Restarting emulation does not solve the problem and "Wii Remote 1" is still disabled in settings.

Perhaps there should be a popup if the controller is changed to a disabled controller during emulation: [New Controller Type] is disabled. Enable this controller and disable your current one? Yes/No? Yes does what the prompt suggests and No returns to the game.

Is the issue present in the latest development version? For future reference, please also write down the version number of the latest development version.

5.0-6203

What are your PC specifications? (CPU, GPU, Operating System, more)

Samsung Galaxy Note8 (SM-N950U)
Qualcomm Snapdragon 835
Octa-core (4x2.35 GHz Kryo & 4x1.9 GHz Kryo)
Adreno 540
6GB RAM (LPDDR4)
Baseband version N950USQS2BQK2
Kernel version 4.4.21
Android 7.1.1

Related issues:

Related to Emulator - Emulator Issues #10962: Android: Make "Choose Controlle...	**Working as intended**
Related to Emulator - Emulator Issues #11371: Android - Missing sideways wiim...	**Fix pending**

History

#1 - 01/23/2018 06:57 AM - JosJuice

- Relates to usability changed from No to Yes

- Operating system Android added

- Operating system deleted (N/A)

Sounds like a valid usability issue, though I'm not sure if your suggested solution is the best one.

#2 - 01/23/2018 07:02 AM - ryanebola16

I'm open to other ideas.

#3 - 03/25/2018 11:57 AM - ryanebola16

Reminder to take care of #10962 after this issue.

#4 - 04/17/2020 10:35 AM - ryanebola16

- Assignee set to ryanebola16

#5 - 06/09/2020 07:01 AM - ryanebola16

- Status changed from New to Work started

#6 - 06/17/2020 11:42 AM - ryanebola16

- Related to Emulator Issues #11371: Android - Missing sideways wiimote option added

#7 - 06/18/2020 06:44 AM - ryanebola16

- Related to deleted (Emulator Issues #11371: Android - Missing sideways wiimote option)

#8 - 06/22/2020 06:55 AM - ryanebola16

- Status changed from Work started to Fix pending

https://github.com/dolphin-emu/dolphin/pull/8894

#9 - 06/25/2020 02:55 AM - ryanebola16

- Related to Emulator Issues #10962: Android: Make "Choose Controller" menu accessible outside of emulation added

#10 - 07/03/2020 05:26 PM - ryanebola16

- Related to Emulator Issues #11371: Android - Missing sideways wiimote option added