Emulator - Emulator Issues #11492

Penguin Adventure: Yume Tairiku Adventure (MSX) - USB Keyboard doesn't work

12/21/2018 01:44 PM - Clector

Status:	New		**% Done:**	0%
Priority:	Normal			
Assignee:				
Category:				
Target version:				
Operating system:	N/A		**Relates to performance:**	No
Issue type:	Bug		**Easy:**	No
Milestone:			**Relates to maintainability:**	No
Regression:	No		**Regression start:**	
Relates to usability:	No		**Fixed in:**	

Description

Game Name?

Penguin Adventure: Yume Tairiku Adventure

Game ID? (right click the game in the game list, properties, info tab)

XAHJJ8

MD5 Hash? (right click the game in the game list, properties, info tab, MD5 Hash: Compute)

907d62ac28ed63f7a405a8a16be0163a

What's the problem? Describe what went wrong.

This title has support for USB keyboards, as a controller (with the original controller layout of it in that one could use if one used the keyboard in a MSX), this has an use in this game (that could be important for various players), because in this title the only way to get continues after a Game Over is by entering either "NORIKO" or "KAZUMI" in the level select.
Since the keyboard option doesn't work it isn't possible to use continues in the game.

What steps will reproduce the problem?

1.-Have the "Connect USB Keyboard" option checked.
2.-Boot the game.
3.-Try using the space key in the keyboard since this is the main key for the keyboard menus (be sure to don't have it set to a key in an emulated Wiimote or GameCube controller.

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

Yes, Dolphin 5.0-9211

Is the issue present in the latest stable version?

Yes, Dolphin 5.0

If the issue isn't present in the latest stable version, which is the first broken version? (You can find the first broken version by bisecting. Windows users can use the tool
https://forums.dolphin-emu.org/Thread-green-notice-development-thread-unofficial-dolphin-bisection-tool-for-finding-broken-builds
and anyone who is building Dolphin on their own can use git bisect.)

[First broken version number here (if applicable)]

If your issue is a graphical issue, please attach screenshots and record a three frame fifolog of the issue if possible. Screenshots showing what it is supposed to look like from either console or older builds of Dolphin will help too. For more information on how to use the fifoplayer, please check here: https://wiki.dolphin-emu.org/index.php?title=FifoPlayer

[Attach any fifologs if possible, write a description of fifologs and screenshots here to assist people unfamiliar with the game.]

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

Intel Core i3-4160 @3.60 GHz
Intel HD Graphics 4400
Windows 8.1 x64

Is there anything else that can help developers narrow down the issue? (e.g. logs, screenshots, configuration files, savefiles, savestates)

This issue happens using a real Wiimote in Dolphin too and isn't present in official hardware (Wii and Wii U).