

## Emulator - Emulator Issues #11531

### [Android] Device rumble is disabled whenever the app loses focus

01/17/2019 09:14 PM - MrMrMANGOMILK

<b>Status:</b> Fixed	<b>% Done:</b> 0%
<b>Priority:</b> Normal	
<b>Assignee:</b> billygoat	
<b>Category:</b>	
<b>Target version:</b>	
<b>Operating system:</b> Android	<b>Relates to performance:</b> No
<b>Issue type:</b> Bug	<b>Easy:</b> Yes
<b>Milestone:</b>	<b>Relates to maintainability:</b> No
<b>Regression:</b> No	<b>Regression start:</b>
<b>Relates to usability:</b> No	<b>Fixed in:</b> 5.0-9565
<b>Description</b>	
<b>Game Name?</b>	
[Issue occurs with all games]	
<b>Game ID?</b> (right click the game in the game list, properties, info tab)	
[N/A]	
<b>MD5 Hash?</b> (right click the game in the game list, properties, info tab, MD5 Hash: Compute)	
[N/A]	
<b>What's the problem? Describe what went wrong.</b>	
Whenever Dolphin loses focus, rumble via the device's vibrate function will stop working, though the setting is still toggled. Turning it off and then back on fixes it.	
<b>What steps will reproduce the problem?</b>	
Run a game with device rumble enabled, then either lock the device or switch to another app. (It may only require you to press the Recents button but I'm not sure)	
<b>Is the issue present in the latest development version? For future reference, please also write down the version number of the latest development version.</b>	
Yes - 5.0-9413	
<b>Is the issue present in the latest stable version?</b>	
The related feature is not present in 5.0.	
<b>If the issue isn't present in the latest stable version, which is the first broken version?</b> (You can find the first broken version by bisecting. Windows users can use the tool <a href="https://forums.dolphin-emu.org/Thread-green-notice-development-thread-unofficial-dolphin-bisection-tool-for-finding-broken-builds">https://forums.dolphin-emu.org/Thread-green-notice-development-thread-unofficial-dolphin-bisection-tool-for-finding-broken-builds</a> and anyone who is building Dolphin on their own can use git bisect.)	
Unknown (exists in the build present on the Play Store, which is 5.0-9186)	
<b>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: <a href="https://wiki.dolphin-emu.org/index.php?title=FifoPlayer">https://wiki.dolphin-emu.org/index.php?title=FifoPlayer</a></b>	

[N/A]

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

Samsung Galaxy S9 Plus (Snapdragon 845 model), Android 8 with Samsung Experience 9

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

[N/A]

## History

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### #1 - 01/20/2019 05:25 PM - billygoat

- Assignee set to billygoat
- Status changed from New to Accepted
- Operating system Android added
- Operating system deleted (N/A)

### #2 - 01/21/2019 12:33 AM - billygoat

- Easy changed from No to Yes
- Status changed from Accepted to Fix pending

### #3 - 11/08/2019 04:16 PM - JosJuice

- Fixed in set to 5.0-9565
- Status changed from Fix pending to Fixed

<https://dolphin-emu.org/download/dev/dc15c969edb02e61d5e7ef0ac57825f5936db42b/>