Emulator - Emulator Issues #11677

Feature suggestion: Invert c-axis for GameCube adapter

04/16/2019 03:51 AM - buvk

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

Description

Some games do not offer the ability to invert camera controls (E.g. Mario Sunshine, Wind Waker, 1080). Since you cannot remap controls using the GameCube adapter (native mode), would it be possible to add separate configurable options to invert the X and Y C-stick axes?

I am aware that there are Gecko codes floating around for some of the games that lack this option, however, codes are not available for all of them.

History

#1 - 04/16/2019 10:11 AM - Billiard26

- Status changed from New to Questionable

The whole point of the GameCube controller adapter support is direct passthrough of controller data.
It doesn't need hacks mucking up data.

You can use a fully emulated GameCube controller and map your C-stick in reverse.

I vote "WontFix" on this.

#2 - 04/16/2019 12:09 PM - buvk

Billiard26 wrote:

> You can use a fully emulated GameCube controller and map your C-stick in reverse.

True. Only reason I suggested this in the first place is because having vJoy installed can cause controller issues in some PC games. I prefer to avoid installing vJoy.

There are also advantages to using native such as improved latency.

#3 - 05/03/2019 01:01 AM - Techjar

I can understand the desire for this kind of feature, I myself am extremely bothered when camera controls are opposite to what I'm used to. Though I'm used to inverted controls, which seems to be more common on console titles, so I run into this issue less.

Unfortunately, I'm gonna have to also vote "no" to this, for the same reason Billiard mentioned. Mucking with the GC controller data defeats the purpose of passthrough, and since the analog sticks don't have a symmetrical range, you can potentially run into the improperly calibrated controls that passthrough specifically avoids.

#4 - 02/08/2020 05:12 PM - Billiard26

- Issue type changed from Bug to Feature request