

Emulator - Emulator Issues #12076

Hotkey configs are not always taken

04/25/2020 11:01 PM - ThePhoenix

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?

Any

What's the problem? Describe what went wrong.

Dolphin only takes the input of my keyboard about 1/6 of the times. Gaming keys work, only hotkeys don't work correctly, like save states, pause, frame advancements.

What steps will reproduce the problem?

No idea.

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

Is the issue present in the latest stable version?

Yes

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)

Ryzen 5 1600
RX Vega 56
Windows 10 x64
2x8gb DDR4

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

configuration files, savefiles, savestates)

[Anything else here]

History

#1 - 10/19/2020 11:45 PM - Billiard26

Possibly a duplicate of [#11702](#).

#2 - 10/20/2020 01:02 PM - ThePhoenix

Billiard26 wrote:

Possibly a duplicate of [#11702](#).

In my case, the stable version is also affected