

## Emulator - Emulator Issues #12077

### DSU Client: Emulated Pointer Moves Up and Down After Continued Play

04/26/2020 07:08 AM - camperboy1000

<b>Status:</b> Accepted	<b>% Done:</b> 0%
<b>Priority:</b> Normal	
<b>Assignee:</b> Billiard26	
<b>Category:</b>	
<b>Target version:</b>	
<b>Operating system:</b> N/A	<b>Relates to performance:</b> No
<b>Issue type:</b> Bug	<b>Easy:</b> No
<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>

**Description**

**Game Name?**

All Games

**Game ID?** (right click the game in the game list, Properties, Info tab)

Not Applicable

**MD5 Hash?** (right click the game in the game list, Properties, Verify tab, Verify Integrity button)

Not Applicable

**What's the problem? Describe what went wrong.**

If the emulated pointer is set to use gyro inputs, the pointer will start bobbing up and down after about 10 mins of play.

**What steps will reproduce the problem?**

1. Use a controller with gyro capabilities
2. Configure a DSU server for the controller and set Dolphin up as a DSU client
3. Configure the motion controls for your controller and enable the pointer option under the "Motion Input" tab
4. Play a game for roughly 10 minutes and check the state of the emulated pointer
5. The pointer should now be bobbing up and down without user input, gets worse the longer you play

**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, 5.0-11898

**Is the issue present in the latest stable version?**

No (DSU client feature is not available in stable)

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

Windows 10  
Ryzen 2400G  
16 GB DDR4 3000 MHz  
Radeon RX 570

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

This is an issue with Dolphin and not the DSU server as disabling the DSU client in Dolphin, then re-enabling it will cause the issue to be temporarily fixed. I am using Steam Gyro For Cemuhook with GloSC for my Steam Controller. I also have a friend that has the exact same issue using BetterJoyForCemu for his Joycons.

## History

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### #1 - 04/26/2020 01:17 PM - Billiard26

What does the "Gyroscope" mapping indicator look like when the issue occurs?

### #2 - 04/27/2020 01:27 AM - camperboy1000

- File Gy4pecjepj-1.mp4 added

Here is a 10 second clip of the gyroscope. The left graph is the change in angle as seen by the DSU server, the center is the pointer in game, and the right is dolphin's motion input tab.

### #3 - 04/27/2020 01:42 AM - Billiard26

Does using the "Recenter" button alleviate the issue at all, even if temporarily?  
Or how about reconnecting the emulated remote? Alt+F5, Alt+F5

### #4 - 04/27/2020 01:45 AM - camperboy1000

Using the "Recenter" button just recenters the pointer to the middle of the screen, the bobbing continues until the DSU client is toggled off and then on. It could also be that the more the controller moves, the worse it gets however I haven't been able to determine if that is absolute.

### #5 - 07/12/2020 02:25 PM - Billiard26

Please reproduce the issue and then clear out your raw accelerometer mappings.  
Does this stop the bobbing?

### #6 - 10/22/2020 08:43 PM - Billiard26

- Assignee set to Billiard26

- Status changed from New to Accepted

Can you please see if Dolphin 5.0-12873 or later fixes your issue?

## Files

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2svEo4oGiQ.mp4	122 KB	04/26/2020	camperboy1000
HcW8nNSuXd.mp4	155 KB	04/26/2020	camperboy1000
nviwQsRSAh.mp4	207 KB	04/26/2020	camperboy1000
Gy4pecjepj-1.mp4	1.91 MB	04/27/2020	camperboy1000