

## Emulator - Emulator Issues #12239

### [FEATURE REQUEST] Controller layout diagram(s)

09/02/2020 09:41 AM - Maligree

<b>Status:</b>	New	<b>% Done:</b>	0%
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<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>	
<b>Description</b>			
<p>Emulators such as SNES9x and PCSX2 lay out their controller binding options in the shape of the controller, or include a small diagram showing button layout. More modern emulators, including Dolphin, could benefit from a similar visual aid. Maybe an SVG diagram for the Wiimote/Nunchuk buttons layout too.</p> <p>Because Nintendo puts their face buttons in a different order to Microsoft, a little icon / diagram within the controller settings GUI would remind users of the actual GameCube controller layout, and help with binding to their non-Nintendo controllers. It doesn't need to light up with button presses, just be a useful on-screen reminder.</p> <p>A few mockups attached: The first one (face buttons only) would be the simplest and most elegant to implement.</p>			

#### History

##### #1 - 09/02/2020 10:38 AM - Techjar

A PR doing something like this was being worked on at one point. Here it is: <https://github.com/dolphin-emu/dolphin/pull/8063>

#### Files

dolphin options 1.png	32.8 KB	09/02/2020	Maligree
dolphin options 2.png	34.6 KB	09/02/2020	Maligree
dolphin options 3.png	36.2 KB	09/02/2020	Maligree
PCSX2_LilyPad_controls.png	13.1 KB	09/02/2020	Maligree
SNES9x_controls.png	42.4 KB	09/02/2020	Maligree