

## Emulator - Emulator Issues #12289

**Another Code: R - A Journey into Lost Memories has a sequence in the ending a wiimote rotation (360°) is requested but i can only set 180° in emulated wiimote**

09/30/2020 10:49 PM - i30817

<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?**

Another Code: R - A Journey into Lost Memories

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

RNOP01 (00010000524e4f50)

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

b5da72798f6fd342ab258a2e88ef36f4

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

Near the ending there is a 'wiimote unlocking sequence' where you can't use the emulated wiimote tilt to rotate completely the emulated wiimote around the IR sensor/pointer. The game requests this, but the config for the input simulation tilt only allows 180° of tilt.

**What steps will reproduce the problem?**

Load the save, go 'up' to see the door, open the bag icon, select the wiimote icon in the inventory, select 'use', use it on the lock to the side of the door, press 'A'; and mess around with the emulated wiimote config to see that tilt does not allow the probably ideal 360° 'tilt' and 180° is not enough for this game.

**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, f8234669d173733c6c1c69aa3c42bdee8cc78982

**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)

[PC specs here]

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

save file attached

## History

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**#1 - 09/30/2020 10:56 PM - i30817**

I forgot to tell, i'm using a keyboard, so i don't have a analog key/stick to use for tilt.

**#2 - 09/30/2020 11:02 PM - Billiard26**

- Assignee set to *Billiard26*

- Status changed from *New* to *Accepted*

## Files

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private.7z

1.93 MB

09/30/2020

i30817