Emulator - Emulator Issues #12293

(Android) Controller axis issue with 8bitdo SN30P+ in Xinput

10/11/2020 07:52 PM - primalscreen

Status:	New	**% Done:**	0%
Priority:	Normal		
Assignee:			
Category:			
Target version:			
Operating system:	Android	**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

Not a game specific issue.

Dolphin for Android appears to have some issues with correctly reading gamepad axes of the 8bitdo SN30 Pro+ in Xinput mode on Bluetooth. Specifically, all directions on the right stick are read as either Axis 14+ or Axis 11+. This affects both the GameCube input mapping screen as well as emulated gameplay -- manually editing INI with the proper values causes the C-stick to always be pushed in-game. Left stick works fine. Other games, emus, and gamepad test apps have no issue reading this input, so it's unlikely to be a controller issue.

Notably, switching the controller to Dinput mode fixes the issue. However, Dinput mode doesn't support analog triggers, so that's not a good workaround for many games.

Controller is not recognized by the device at all in wired Xinput mode. Controller works correctly in wired Dinput mode. No help there.

Issue could presumably be reproduced easily, but I don't have additional devices or controllers to test.

Device is a OnePlus 7T on OxygenOS 10. Controller is updated with latest firmware (v4.0.2 from 8bitdo).

Issue exists in Play Store release 5.0-12716 as well as several older releases that I tested, including the previous release 5.0-12247.

Attempted to include a Pad log but it was not generated by Dolphin. If I'm doing something wrong, maybe someone can guide me through the process of creating a proper log.

History

#1 - 10/11/2020 07:57 PM - JosJuice

- Operating system Android added

- Operating system deleted (N/A)

#2 - 01/21/2021 01:09 PM - mikerogerz

Can confirm that this exact issue happens to me as well.

I'm using the same controller (8bitdo SN30 Pro+ in Xinput mode), using the latest v5.0 firmware. Tested on Dolphin 5.0-13178.