Emulator - Emulator Issues #12375

Mouse Calibration not centered

01/03/2021 12:36 AM - Veggieoskibroski

Status:	Duplicate	**% 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

So, I've installed Dolphin, and I don't have a controller or anything, so I'm trying to use Mouseinput for the cursor on Dolphin

When I try to use Dolphin, in any game, it's always off-center. By a lot

Even after calibrating it. It doesn't work. While my mouse is close to the center of the screen, the emulated position is off the screen to the top-left. I've tried multiple times to calibrate it.
I also tried to use the "Recenter" button, but it does absolutely nothing

Related issues:

Is duplicate of Emulator - Emulator Issues #11873: Attempting to calibrate mo...	**Accepted**

History

#1 - 01/03/2021 12:42 AM - filoppi

Show a screenshot with your whole input settings related to that as well.

#2 - 01/03/2021 12:49 AM - Veggieoskibroski

- File image_2021-01-02_184756.png added

filoppi wrote:

> Show a screenshot with your whole input settings related to that as well.

It is added to this post as a file

#3 - 01/03/2021 12:52 AM - filoppi

The "Cursor" axes are relative to the game window/widget space when there is one, or to the main dolphin window when there isn't one. So not the screen as you have mentioned.
The "Axis" axes (which are also for the mouse) give the mouse offset from the previous frame, to use that, you need to enable "Relative Input" on the wiimote settings, so it will accumulate the offsets and use that to move the wiimote "cursor".
Guessing you are on Windows anyway?
This is probably just a mistake in setup.

#4 - 01/03/2021 12:52 AM - filoppi

Yeah, disable "Relative Input" if you are using the "Cursor" axes. Should fix it.

#5 - 01/09/2021 01:44 AM - Billiard26

- Is duplicate of Emulator Issues #11873: Attempting to calibrate mouse cursor inputs is confusing added

#6 - 01/09/2021 01:44 AM - Billiard26

- Status changed from New to Duplicate

Files

image_2021-01-02_183356.png	1.08 KB	01/03/2021		Veggieoskibroski
image_2021-01-02_184756.png	18.4 KB	01/03/2021		Veggieoskibroski