

## Emulator - Emulator Issues #12395

### GameCube Controller Adaptor Issues

01/26/2021 09:24 PM - Enzy10

<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>			
I am on MacOS Big Sur 11.1 and my GameCube adapter has stopped working. I have the current dev update of Dolphin for MacOS. The adaptor worked prior to the update to MacOS Big Sur 11.1.			

#### History

##### #1 - 01/26/2021 09:28 PM - Enzy10

Operating system: MacOS Big Sur 11.1  
Relates to usability: Yes  
Relates to performance: Yes(?)

##### #2 - 01/26/2021 10:38 PM - Enzy10

I am using my adapter to emulate standard controllers and Wii Remotes with nunchucks. The GameCube adapter is the EvoRetro brand that is available on Amazon. My computer is a 2019 two-port MacBook Pro with the 1.4 GHz Quad-Core Intel Core i5 processor, 8 GB 2133 MHz LPDDR3 memory, and an Intel Iris Plus Graphics 645 1536 MB graphics card.