

## Emulator - Emulator Issues #237

### Sonic Heroes Controls Messed Up

10/13/2008 04:58 PM - josh.lar.JL

<b>Status:</b> Duplicate	<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> What steps will reproduce the problem? 1. Play Sonic Heroes as Sonic Tales & Knuckles (Although I think it affects all modes of gameplay) 2. Play for a few and you will eventually notice that your character walks extremely slowly, like as if you pressed an analog stick 10% 3. As a result you can't really keep playing because your player is too slow  What is the expected output? What do you see instead? player walks unplayably slow...  I have seen this bug for a long time and it never got fixed so I just thought I would bring it up	
<b>Related issues:</b> Is duplicate of Emulator - Emulator Issues #960: Auto-fire / Control Stick Pr... <b>Fixed</b>	

#### History

##### #1 - 10/25/2008 07:56 PM - knuckles500

I can confirm this too, but for Sonic Heroes, it depends on what stage you start on.

There's a similar issue with Sonic Adventure DX where using the analog stick to move up or down doesn't work, but left and right works fine.

And I remember it working fine in earlier revisions as well.

##### #3 - 12/14/2008 11:41 PM - superempra

This happens to me too.

##### #4 - 07/13/2009 12:56 AM - XTra.KrazzyY

- Status changed from New to Fixed

##### #5 - 03/17/2010 02:34 AM - DamentZ

This defect is not fixed, nothing has changed. Sonic Heroes still is unplayable at some points, especially in multiplayer.

#6 - 01/09/2011 08:37 PM - DimitriPilot3

- Status changed from Fixed to Duplicate