Emulator - Emulator Issues #6047

XInput Hotplug doesn't work

02/27/2013 07:37 AM - sonicsnes

Status:	Fix pending		**% Done:**	0%
Priority:	Normal			
Assignee:				
Category:	Controls			
Target version:				
Operating system:	Windows		**Relates to performance:**	No
Issue type:	Feature request		**Easy:**	No
Milestone:			**Relates to maintainability:**	No
Regression:	No		**Regression start:**	
Relates to usability:	No		**Fixed in:**	

Description

What went wrong?
Launch game with an xinput device configured, but not connected (such as a powered off wireless 360 controller). Turn on the controller after the game has started.

What did you expect to happen?
Controller should be usable in game.

What actually happened?
Controller is unusable, but can be fixed by simply pressing "Refresh" in the GC input dialog.

What *version* of Dolphin were you using?
3.5-367 64-bit

What Operating System were you using and what are your hardware specifications?
Windows 7 64-bit

Related issues:

Related to Emulator - Emulator Issues #11323: Game is not informed about XInp...	**Fix pending**
Has duplicate Emulator - Emulator Issues #6313: Feature request: detect gamep...	**Duplicate**
Has duplicate Emulator - Emulator Issues #9079: Controllers only work when th...	**Duplicate**
Blocks Emulator - Emulator Issues #6997: Support Hotplug	**Fix pending**

History

#1 - 02/28/2013 01:12 AM - sonicsnes

Possible patch: https://github.com/sonicsnes/dolphin-emu/commit/947d3acb3404e8b13753345decd677df9b220b99

It may be a little bit unsophisticated, but it certainly gets the job done. For people who want drop in / out support, I don't see why it needs to be any more complicated than that.

#2 - 02/28/2013 01:21 AM - sonicsnes

- For those of you who like actual patches:
  https://github.com/sonicsnes/dolphin-emu/commit/947d3acb3404e8b13753345decd677df9b220b99.patch

#3 - 02/28/2013 04:46 AM - rachelbryk

That's a really silly hack.

#4 - 02/28/2013 04:52 AM - sonicsnes

rachelbryk I completely agree. However, it works for me, and perhaps it may work for someone else. Whether or not it winds up in a build is up to you :)

#5 - 03/04/2013 01:48 AM - skidau

- Issue type set to Feature request

This is more of an enhancement request. Although possible, most applications do not support hot-plugging of game controllers.

#6 - 03/05/2013 02:00 AM - thraseapeatus

Most PC Games that utilize Xinput do support Hot-Plugging, Plug the 360 Controller in,
and it Auto-detects.

The Gamecube as 4 Controller Ports and the 360 Controller as 4 Quadrants, so maybe they can be Synced Together

So if 360 Controller 1 runs out of power and turns off, The Gamecube Port 1 gets unplugged , and plugging in Second 360 Controller in-game , Port-2 becomes "Standard Controller".

And Since the Gamecube Controller and 360 Controller have near-identical Layout, A Default Profile could be created.

The Mice-Input on the 360 Controller could also be used for the Gamecube/Mice.

#7 - 05/02/2013 05:03 PM - shinra35888

I agree with this request. I was just about to post this same issue just now until I saw that it was already made. PCSX2 does this by the way (with the pokopom input plugin. Also with NullDC and EPSXE with the same plugin. This is also needed for Metal Gear Twin Snakes for gamecube to fight psycho mantis and to not have the game be ruined if someone accidentally knocks the controller out of the usb slot.

#8 - 05/12/2013 10:30 AM - skidau

issue 6313 has been merged into this issue.

#9 - 06/24/2013 03:12 AM - shinra35888

I just got dolphin-master-3.5-1504-x64 and it seems like a bit of this functionality exists now. A few notes:

-During game, unplugging and replugging works (xinput controller)

-Starting dolphin, unplugging and replugging, and then starting the game works.

-If I start dolphin and then unplug the controller and then start the game and lastly plugging the controller back in, the first time dolphin will crash but every time after that, the controller won't work anymore.

-Starting the emulator without the controller being plugged in, starting a game, and then plugging it in afterward doesn't work.

-Starting the emulator without the controller being plugged in and then plugging it in afterward before starting a game works.

In the link to issue 6313 , snes9x also has the controller to be added after the emulator is started or before (anytime) just like the real console. This is for game preservation purposes and it is very convenient. Only a small few of the top emulators lack this feature nowadays. If I remember correctly, the only console that didn't have this feature was the N64.

Edited for correction.

#10 - 06/24/2013 03:15 AM - rachelbryk

It's always been that way...

#11 - 06/24/2013 03:37 AM - shinra35888

only with xinput i guess. i use to play with dinput but now i'm with xinput. the snes9x link does it with both.

#12 - 06/24/2013 11:37 AM - scientificraver

Using snes9x or pcsx-reloaded, the xinput controller does not need to be connected before starting the emulator which would be a really nice to have feature for Dolphin.

#13 - 08/08/2013 02:32 PM - MayImilae

- Category set to controls

#14 - 08/31/2013 08:51 AM - instrospark

I think this relates to the same problem I am having.
I have built an arcade console with multiple options for game controls.
An Xbox 360 wireless controller, an x-arcade tank stick and a Logitech g27 steering wheel.
I have them all mapped for wii and gamecube games in a single profile so I can go between racing games (steering wheel) to normal controlled games using the Xbox controller or the tank stick without having to change profiles all the time (I launch through a front end), however the wheel and tank stick do not work unless I switch on the Xbox 360 wireless controller prior to launching Dolphin.
It would be great if I did not have to switch that on for the other controllers / wheel to work.
I'm using Windows 7 x64, i7-3770k, Asus GTX 660 Ti, 16gb Ram, dolphin 3.5-1747

#15 - 01/18/2016 11:54 AM - skidau

- Has duplicate Emulator Issues #9079: Controllers only work when they're plugged before the emulator starts added

#16 - 06/24/2016 10:50 AM - JosJuice

- % Done changed from 100 to 0

#17 - 08/11/2017 10:21 AM - leoetlino

- Blocks Emulator Issues #6997: Support Hotplug added

#18 - 03/22/2018 03:50 PM - leoetlino

- Status changed from New to Fix pending

- Operating system Windows added

- Operating system deleted (N/A)

https://github.com/dolphin-emu/dolphin/pull/6183

#19 - 12/09/2018 02:02 AM - Billiard26

- Status changed from Fix pending to Duplicate

issue 6997 is a generic "Hotplug" feature request.

#20 - 12/09/2018 12:02 PM - JosJuice

- Status changed from Duplicate to Fix pending

I think it's useful to keep this issue since it's more specific.

#21 - 12/27/2018 12:01 AM - Billiard26

- Related to Emulator Issues #11323: Game is not informed about XInput controller removal added