Emulator - Emulator Issues #8062

Dolphin-nogui doesn't connect Wiimote properly

01/04/2015 12:25 PM - bart.ribbers

Status:	New		**% 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

Game Name?
Every Wii game

Game ID?
Every Wii game ID

What's the problem? Describe what went wrong in few words.
When launching a Wii game, I press both the 1 and 2 buttons to connect the Wiimote. The Wiimote shakes and the light lights up to show it connected, and the console also shows it's connected. The game itself however does not react to any input, and it also doesn't show it's connected on the top left.

What did you expect to happen instead?
The Wiimote to connect properly and react on input

What steps will reproduce the problem?
1. Run any Wii game using dolphin-no-gui on any Linux distribution.
2. Connect your Wiimote via Bluetooth (not sure if it happens with the Dolphin-bar)
3. Try to press any button

Which versions of Dolphin did you test on?
The latest development version. It has been happening for a while, but at the moment of writing i'm using 4.0-4918.

Does using an older version of Dolphin solve your issue? If yes, which
versions of Dolphin used to work?
Not that I know off

What are your PC specifications?
Arch Linux x86_64, kernel 3.17.6-1-ARCH, i7 4790k @4.0Ghz, EVGA GTX 980, 16GB RAM @1600 Mhz, Bluez 5.27

Is there any other relevant information?
Nope

History

#1 - 01/04/2015 12:29 PM - mimimi

Do you have continuous scanning enabled? I know that under Windows continuous scanning is required for wiimotes to work. Without it, Dolphin just doesn't automatically connect wiimotes, without it, even the manual connecting doesn't work.

#2 - 01/04/2015 01:23 PM - bart.ribbers

Yes it is. Also, using the normal gui executable, it connects just fine.

#3 - 01/06/2015 07:20 AM - Lukas.Schauer

Also got this problem.

Workaround: Noticed that saving state with connected controller in GUI-Dolphin and loading it after connecting the wiimote in NOGUI-Dolphin makes the controller usable.

#4 - 01/29/2015 09:26 PM - bart.ribbers

This issue still exist using Dolphin 4.0-5363 and kernel 3.18.4-1-ARCH and still Bluez 5.27.

#5 - 02/22/2020 04:44 PM - Billiard26

Is this issue present in recent builds?