

Emulator - Emulator Issues #9009

Tell users they are dumb when they attempt to use GameCube Controllers for Wii games that don't support them.

10/04/2015 02:19 PM - JMC4789

Status: Accepted	% Done: 0%
Priority: Low	
Assignee: Billiard26	
Category:	
Target version:	
Operating system: N/A	Relates to performance: No
Issue type: Feature request	Easy: No
Milestone:	Relates to maintainability: No
Regression: No	Regression start:
Relates to usability: Yes	Fixed in:
Description	
<p>I have no idea how to implement this, but at least half of our issues with controllers on the forum comes down to "I can't play X game, inputs don't work even though I configured the GameCube controller." Then they attempt to play The Last Story or Super Mario Galaxy. I've even seen the opposite though, people configuring Wiimotes for Melee.</p> <p>I mean, it's fairly obvious that if someone does this, they've probably never played the game on Console and probably pirated it in the first place. I mean, if you've actually played the game on Console, you'd probably know what controllers it supports. Still, it's annoying that we get tons of forum posts with this coming up again and again.</p>	
Related issues:	
Related to Emulator - Emulator Issues #8391: Add Input Methods to Game List	New

History

#1 - 10/04/2015 02:31 PM - Maylmlae

- Status changed from New to Questionable

- Issue type changed from Bug to Feature request

It is theoretically possible by pulling data from the wiki and adding it to gameinis, like what we do for game ratings. But why bother? Even Nintendo doesn't coddle users like this! If you start Xenoblade with only a GCPad connected on console, you get a "wii controller is disconnected" error. (technically you can do that but, pretend ok?)

Hmm... How about an alternate solution? Right now, a user can start any game and use the keyboard control defaults that are set up. This of course causes the problem of the Xenoblade scenario, where a user can set up the GCPad, load the game, and then not get a pop up and yet nothing works.

So why not set the GCPad and Wii Remote slots to all empty (or real wiimote) by default, and force the user to "connect" emulated controllers the first time (by selecting them in the dropdown)? Or, at the very least, require users to do that with Wii Remotes. That way, if a user has configured a GCPad and tries to play xenoblade (the most common instance of this error), the game would pop up a "wii remote not connected error", instead of continuing on but not being controllable. As a bonus, it would better emulate the console. :)

#2 - 10/04/2015 02:38 PM - JosJuice

Nintendo doesn't have the same situation (with mapped PC controllers) as us, which is why they haven't done much to prevent this problem. In other

situations, like using the Wii U GamePad with vWii, they do tell users that the GamePad won't work every time they press a button.

Not having any controllers configured by default sounds fair. As it is now, you essentially already need to visit the controller config before you start playing, unless you know the default keyboard mappings by heart and are comfortable with using them.

#3 - 10/04/2015 02:58 PM - delroth

- *Status changed from Questionable to Accepted*

I think that's a useful feature request. As mentioned, it's a common source of problems that gets reported. I don't think making our default configuration dumber to force people to configure controllers explicitly is very user friendly.

We could actually detect this automatically within Dolphin by checking if the game is reading SI registers for the controller. That doesn't sound terribly difficult to implement, though it is prone to false negatives if games read the GCPad input but ignore it.

#4 - 10/06/2015 08:03 PM - Disorderly

You could have icons for the supported controllers displayed in a "Supported Controllers" column in the game list, like how Wii games show the supported controllers on the back of the box. A message box is just obnoxious.

#5 - 04/08/2019 01:34 AM - Billiard26

- *Assignee set to Billiard26*

#6 - 08/18/2019 09:25 AM - xerxes

Just commenting saying if this is done with data from the wiki it's all already there ready to go. The wiki's ID information is really good (the best source for Gamecube/Wii IDs on the internet as far as I know), and I think most of the input methods listed in the infoboxes come directly from Nintendo's website, so those should also be highly accurate. The only IDs that are known to have any problems are digital Korean IDs, they shouldn't use a K region code. They're supposed to have region code T apparently, it's just nothing's been done about it yet. See https://wiki.dolphin-emu.org/index.php?title=User_talk:Xerxes/Archive#JAL_T01 for details on that. If the Korean digital IDs are fixed then I'd say the wiki is in the 95-99% accurate range for IDs. Won't speculate on input method accuracy but I'd go as far to say it's above 90%, take that with a grain of salt though.

#7 - 08/18/2019 09:34 AM - JosJuice

To be more specific, Korean titles use K when they're in Korean, Q when they're NTSC-J VC imports and T when they're NTSC-U VC imports. (Regions other than NTSC-K also have specific letters for VC imports.) I don't know if there are any NTSC-K WiiWare titles, but if there are, those probably use K.

#8 - 08/19/2019 09:03 AM - xerxes

THANK YOU!! I just saw this. You solved the mystery!

#9 - 11/04/2019 12:59 AM - Billiard26

- *Related to Emulator Issues #8391: Add Input Methods to Game List added*