

Emulator - Emulator Issues #9169

disabling background input only for hotkeys, makes background input for emulated joysticks dont work

12/17/2015 05:50 PM - kapodamy

Status: Working as intended	% 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?

- any game -

Game ID? (right click the game in the game list, properties, info tab)

MD5 Hash? (right click the game in the game list, properties, info tab, MD5 Hash: Compute)

What's the problem? Describe what went wrong.

deactivating the "background input" for hotkeys, emulated joysticks for disabled (also disabled even if they are explicitly marked)

What steps will reproduce the problem?

- goto Controllers>configure (for example gamecube pad 1)> enable "background input"
- goto Options>Hotkeys Settings> and uncheck "background input"
- try play a some game with dolphin window unfocused or fullscreen in another secondary screen.

Which versions of Dolphin did you test on? Does using an older version of Dolphin solve your issue? If yes, which versions of Dolphin used to work?

What are your PC specifications? (CPU, GPU, Operating System, more)

cpu intel i7, gpu hd500 (igp), 8GB ram.
is a netbook

Is there any other relevant information? (e.g. logs, screenshots, configuration files)

History

#1 - 12/18/2015 11:48 AM - JMC4789

Background input is a single feature; it just appears in multiple windows.

#2 - 12/22/2015 01:01 AM - kapodamy

JMC4789 wrote:

Background input is a single feature; it just appears in multiple windows.

It sounds bit confusing

#3 - 01/18/2016 11:58 AM - skidau

- Status changed from New to Working as intended

This is just how it is, sorry.