

## Emulator - Emulator Issues #9688

### Add default config for named pipe input controllers

07/09/2016 10:15 PM - altf4

<b>Status:</b> New	<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>	
<p>When trying to use named pipe inputs for controllers, there is no default config for what buttons map where. Users have to manually specify this laboriously through the GUI or by hand editing the GCPadNew.ini file. It's a big hurdle for non-technical users that are trying to use this feature.</p> <p>Since this is named pipe inputs, there's basically no reason to vary from the default. Dolphin takes in a message that says "PRESS B", so of course the user expects it to press the B button. Let's make that default so users aren't forced to manually configure this themselves.</p> <p>Here is a sample config file that works:</p> <p>[attached]</p>	

#### Files

GCPadNew.ini

674 Bytes

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