

Emulator - Emulator Issues #13612

Steam Virtual Gamepad not recognized in latest version (2049) on Steam Deck

09/05/2024 06:50 AM - Chaonic

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			
I've updated Emudeck and all Emulators today on the Steam Deck. Ever since I can't play anything using Dolphin.			
After starting the emulator directly and looking through the controller configurations, I saw that the Steam Virtual Gamepad was disconnected, the specific controlllers were however still recognized and functional. Upon setting the controls of the first controller and switching into a game, the problem persisted.			
This concerns the latest stable Flatpack version: 2049			

History

#1 - 09/06/2024 05:56 PM - ds22x

Can confirm the problem isn't specific to Emudeck, as I use the Flatpak version without Emudeck installed, and the problem occurs there as well.

Also went a bit deeper and SDL/0/Steam Virtual Gamepad doesn't seem to even exist when loading Dolphin through Steam as a non-Steam shortcut, whereas it does seem to exist when opening it through the start menu shortcut with Steam still running (albeit in a non-functional state).

SDL/0/Steam Deck Controller does work in both cases, but only take inputs from the built-in Steam Deck controller, making it impossible to use an external controller through Steam input without having to switch the current Device in the controller settings.

#2 - 09/09/2024 11:51 PM - teconmoon

I also use the Flatpak without Emudeck and noticed this behavior as well. An immediate workaround would be to switch your game profiles over to evdev/0/Microsoft X-Box 360 pad 0-3, which would more generically support whichever controller is in slot 1-4.

#3 - 09/10/2024 08:56 PM - ModalCookies

Chaonic wrote:

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This isn't EmuDeck related, looks like a general bug with Dolphin and SDL.

Rolled back to 2407-228, Steam Virtual Gamepad shows up in Game Mode. Updated to 2407-238, 'Steam Virtual Gamepad' does not show up in Game Mode. The relevant PR for 2407-238 is: <https://github.com/dolphin-emu/dolphin/pull/12144>