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Magicsee r1 user manual

This topic has been deleted. Only users with topic management privileges can see it. Pi Model or other hardware: 4b Power Supply used: RetroPie Version Used : retropie-buster-4.7.1-rpi4_400.img Built From: Pre made SD Image on RetroPie website USB Devices connected: Uctronics 5 inch led screen Controller used: Magicsee R1 Error messages received: creating device failed org.bluez.Error.ConnectionAttemptFailed:page timeout so i'm having trouble with emulation station reading this gamepad as a keyboard and then the inputs are incorrect. i had it working, and emulationstation was reading it as my Magicsee R1 for a while, and it worked great! but now, it just detects it as a keyboard and the buttons are wrong. Does anyone have any advice on how to get my Pi to recognize the R1 bluetooth controller?

I know it CAN work, but i can't replicate what i did before i screwed it up by tying to go headless. thank you for any input! Does the controller have a Mode key that changes between various connection modes ? Maybe you accidentally pressed it and now the controller switched to a 'keyboard' type. @mitu thanks mitu! i will check it out! @mitu The left button on the Magicsee r1 is a function button, when i hold it down and press b during the initial controller mapping, ES recognizes it as the r1.

i map it, and it works great! until i reboot..then it's messed up again. i thought i would just disable the ES autoconfig and remap it every time i turned it on. if i had to, but as soon as i exit a game. ES can't read it again. Is there a way to set my controller so that it won't forget my autoconfig? Maybe this is a bluetooth connection issue, because none of the security settings work when i try to pair it, eventhough it shows up and works in both ES and RetroArch. If you have any ideas, i'd really appreciate your expertise. Thank you very much. @krullbeast said in Magicsee R1 controller issues: Is there a way to set my controller so that it won't forget my autoconfig? If you turned off the auto-config, then it's not going to be saved to the configuration file.

If the controller works for games, then it means the input configuration for the emulator is correct - it should also work in EmulationStation. Does the controller need to be started with a certain button sequence in order to use a particular mode ? Does it have a manual we can look into ? @mitu so i just mapped it in ES (after re-enabling auto save) and then i had to quit ES and i did a system shutdown, performed a reboot and it is WORKING! so far, yes!! i think before, i wasn't exiting ES correctly and it kept remapping the r1 to only the start button as the "y" button. and it was showing up as a keyboard input. I REALLY appreciate your help. thank you! Bluetooth 4.0,Wireless Control More than 10 meters Support variety of modes, music, games, mouse, self-timer Low consumption, Long standby Automatic identify Android and iOS system, no need to switch manually. Mode Key : Enter (OK), Return ,Mode Switch, ON/OFF, Function key,Joystick USB port: mini USB Port for charging LED Light :Charger power 5v/1A, Red light on when charging; and Red light off when full charged; Blue light on when Bluetooth paired and mode switched SHENZHEN MAGICSEE TECHNOLOGY CO., LTD. Scan this QR code to download the app now Or check it out in the app stores