

Switch 2 Pro USB 体感长时间使用后失效 #16420

New issue



Open

 aZhaoChenYang opened 1d ago

Last edited by aZhaoChenYang

⌵

⋮

Windows，Switch 2 Pro 手柄通过 USB 连接。
使用 SDL 3.4.16，并启用了 libusb。
刚启动时体感正常，游玩约一小时后体感失效，按键仍正常。
失效后尝试重新绑定，摇晃手柄无法识别为 SDL 体感输入。

疑似原因：
驱动读取的是 32 位微秒计数器，约 71.6 分钟会清零。
当前直接将该值换算为传感器时间戳，清零时会出现时间倒退。
下游若丢弃比上一帧更早的时间戳，便可能停止更新体感，而按键不受影响。

 madebr 16h ago

Contributor

⋮

Online translation services return this:

Windows, Switch 2 Pro Controller connected via USB.
Using SDL 3.4.16 with libusb enabled.
Motion controls work normally when first launched. After about an hour of gameplay, motion controls stop working, while the buttons continue to function normally.
After the motion controls stop working, attempting to rebind them does not help; shaking the controller is no longer recognized as SDL motion input.

Suspected cause:
The driver reads a 32-bit microsecond counter, which wraps around after approximately 71.6 minutes.
The current implementation directly converts this value into a sensor timestamp. When the counter wraps around, the timestamp goes backward.
If downstream code discards timestamps that are earlier than the previous frame, it may stop updating the motion controls, while button input remains unaffected.

Assignees

No one assigned

Labels

No labels

Type

No type

Projects

No projects

Milestone

No milestone

Relationships

None yet

Development

No branches or pull requests

Participants



 Open in GitHub Copilot app

Sign up for free

to join this conversation on GitHub. Already have an account? [Sign in to comment](#)

