Cemu - Feature requests #1

Display game's loading image during shader loading/compilation

02/22/2019 06:10 AM - Slashiee

Status:	Closed	**Start date:**	02/21/2019
Priority:	Normal		
Assignee:	Petergov		
Category:	UI		
API:		**GPU Vendor/Model:**	
Cemu Version:			

Description

On the Wii U itself, there is an image (along with sound) that plays whenever you're loading a game. At the moment, there is no way to see this. I've made an image proof of concept where you can see this loading image during the shader loading/compilation screen.

History

#1 - 02/25/2019 07:32 PM - Petergov

- Category set to General

- Status changed from New to Resolved

- Assignee set to Petergov

I added support for displaying the "meta/bootTvTex.tga" file while shader compilation and the initial loading process.
Currently looks like that:

pjZQhMdd.png
DKGbmKAd.png
Not sure about sound though, since more changes to the back-end might be necessary before I can output the bootSound.btsnd. I guess I'll keep that one in mind or create another feature request for it?

#2 - 05/05/2019 02:39 AM - Petergov

- Status changed from Resolved to Closed

#3 - 07/04/2019 12:51 AM - Zalnor

- Category changed from General to UI

Files

2019-02-21_22-08-29.png	941 KB	02/22/2019	Slashiee