

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:	General		
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*

Files

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