

Cemu - Feature requests #165

Ways to propper use second screen

08/11/2019 12:10 PM - tamodolo

Status:	Closed	Start date:	08/11/2019
Priority:	Normal		
Assignee:			
Category:	Compatibility		
API:	OpenGL, Vulkan	GPU Vendor/Model:	All
Cemu Version:	1.15.11		

Description

This feature is a thing that I think quite constantly and a lot of you must thought about at some point but I'm surprised that nobody created a propper feature request for it.

The idea: As the Wii U have a second screen on the controller, and supporting the actual WiiU tablet is off the tables for now, a way to do it using the large base of android phones and tablets should be an awesome workaround for now.

How to do it: All GPUs in the market do support some way of hardware video encoding. Let's use it to encode the second screen on the background to send it to an side/companion app running on an android that should decode it with easy nowadays. This second app only have to be able to allow touch input to properly work as second screen. (yeah, I know it won't be simple but the hardest, that is the emulator, already is done :D)

Why do it: because it is awesome! And games do use it more often than desired... Also, this should allow games like wonderfull 101 to be playable.

For future support, it's common phones to have accelerometers, gyro and mics that could be used on games that need or use it. The app could be used as UDP server as DS4Win do for DS4 controller.

History

#1 - 03/27/2020 04:09 AM - Zalnor

- Status changed from New to Closed

Devs won't make mobile apps for this to be done, I'm sure there are already some out there that do jus this. I have heard of many people doing it.