

Cemu - Bug #170

The separated gamepad view shows only part of the screen

08/17/2019 10:47 PM - vsub

Status: Resolved	Start date: 08/17/2019
Priority: Normal	
Assignee:	
Category:	
API: OpenGL	GPU Vendor/Model:
Cemu Version: Any	
Description	
<p>If "Option=>Separate Gamepad View" is enabled while exiting a game,the next time you start Cemu,that window will also appear,and if you don't close it before starting a game,the content of that window will not be shown properly and resizing the window will do nothing to the window content</p> <p>This does not happen if you close the window before starting a game even if you bring it back after that from the option even before staring a game.</p> <p>Steps to reproduce:</p> <ol style="list-style-type: none">1.Start cemu2.Enable "Option=>Separate Gamepad View"3.Close Cemu(without closing the Gamepad View screen)4.Start cemu again(the gamepad view window will also appear)5.Run any game that displays anything on that screen	

History

#1 - 09/05/2019 10:18 PM - Petergov

- Status changed from New to Resolved

fixed in 1.15.13

Files

2019-08-17_234614.jpg	94.3 KB	08/17/2019	vsub
2019-08-17_234648.jpg	187 KB	08/17/2019	vsub