

Cemu - Bug #172

In fullscreen mode, the mouse cursor hides even when I'm using it on gamepad

08/18/2019 08:21 AM - lasyan3

Status: Resolved	Start date: 08/18/2019
Priority: Normal	
Assignee:	
Category: UI	
API:	GPU Vendor/Model:
Cemu Version: 1.15.12b	
Description Hi, My configuration have 2 screens. When I play, the main cemu window is on screen 1 (fullscreen mode) and the gamepad window on screen 2 (window mode). Problem is, when I want to use the gamepad using the mouse, the cursor is always hiding after a few seconds. In theory, the cursor should only hide after a few seconds of inactivity of the mouse. Thanks!	

History

#1 - 08/23/2019 03:16 AM - Petergov

- Status changed from New to Accepted

#2 - 08/26/2019 04:47 AM - Serfrost

An option to hide the mouse when using the gamepad would also be nice, as some users mirror the gamepad window to another touchscreen device. The mouse ends up being rather distracting if it were to always be shown.

#3 - 11/13/2019 01:39 PM - Petergov

- Status changed from Accepted to Resolved

Serfrost wrote:

An option to hide the mouse when using the gamepad would also be nice, as some users mirror the gamepad window to another touchscreen device. The mouse ends up being rather distracting if it were to always be shown.

that should be a separate feature request I guess.

The mouse cursor issue however should be fixed with v1.15.13