

Cemu - Bug #173

Few problems with the cemu windows

08/18/2019 09:00 AM - vsub

Status: Resolved	Start date: 08/18/2019
Priority: Normal	
Assignee:	
Category:	
API:	GPU Vendor/Model:
Cemu Version:	
Description	
<p>I am not sure why my old issue was locked(because that was problem)but I am going to mention all of the problems I found</p> <p>1.Left clicking on a specific location even if you are not in gamepad view mode,cemu will send the click to the gamepad view window. Shouldn't there be some kind of check(variable set to a value if gamepad view mode is active)that will only send clicks if the gamepad view mode is active.</p> <p>We definitely know when gamepad view is active because we are executing a function to make it active.</p> <p>2.Alt+Tab\Ctrl+Tab are also accepted even if the cemu window is not active Even if Cemu is not active and you spam Alt+Tab,you will see how cemu is constantly switching modes Pressing Ctrl+Tab(switching tabs in firefox for example)while cemu is not active,switches between window modes</p> <p>3.If you use the separated gamepad view window,after few seconds(3,that's way too short time)the mouse auto hides and will not appear until you move the mouse to the main window and then move it back to the gamepad view window This happens only if cemu is running in fullscreen mode</p>	

History

#1 - 10/31/2019 01:52 PM - Petergov

- Status changed from New to Resolved

1. and 3. should be fixed in 1.15.16

I don't agree with 1. since a lot of games have the same gamepad content as the main tv view, and it would probably confuse more users to force the gamepad usage rather than just clicking the main view.