

Cemu - Bug #181

Mouse becomes invisible in Graphics Packs window while Cemu is fullscreen.

08/28/2019 09:02 PM - Pterocles

Status:	Resolved	Start date:	08/28/2019
Priority:	Normal		
Assignee:			
Category:	UI		
API:		GPU Vendor/Model:	Nvidia GTX 1080
Cemu Version:	1.15.12b		

Description

I have a dual-monitor setup and have been trying to modify graphics pack settings while Cemu is fullscreen, but the mouse becomes invisible while over the Graphics Packs window.

This does not occur if the main window is not fullscreen. Also, the mouse appears over the main screen even when it's fullscreen, which may be another bug.

History

#1 - 10/04/2019 11:09 AM - Petergov

- Status changed from New to In Progress
- API deleted (OpenGL)

Should be fixed in 1.15.16

#2 - 10/18/2019 11:15 AM - Petergov

- Status changed from In Progress to Resolved