

Cemu - Feature requests #196

Add option to allow Cemu's internal H.264 decoder to play larger video files

09/26/2019 09:48 PM - mbc07

Status:	Closed	Start date:	09/26/2019
Priority:	Normal		
Assignee:			
Category:	Compatibility		
API:		GPU Vendor/Model:	N/A
Cemu Version:	1.15.4+		

Description

Since 1.15.4, Cemu now has its own H.264 module. However, I have some mod packs for some games that replaces original video files with higher resolution versions that are bigger and fail to play on Cemu's H.264, although they work fine with CemuHook's H.264.

Upon investigation, I noticed the same issue also occur on older versions of CemuHook (specifically, on 0.5.3.1 and older). Looking at the CemuHook's changelog, version 0.5.3.2 was updated to "Report minimal possible value in H264DECMemoryRequirement so that games can play much larger videos if we want them to", and indeed, the bigger video files play just fine on 0.5.3.2 and newer.

So, my feature request is to have an option on Cemu to allow its internal H.264 do the same. It should be disabled by default as it's a hack, and it would be great if this new option could also be enabled/disabled through the game profile or a graphics pack...

History

#1 - 02/11/2022 04:45 PM - Exzap

- Status changed from New to Closed

This can nowadays be done quite easily with graphic pack patches which imho is a much better solution than adding hacks directly into the emulator..