

Cemu - Bug #212

Menu bar is visible when a a game is launched directly to fullscreen using command line switches in 1.15.19

11/23/2019 11:09 PM - zwcgxtsfa

Status: Resolved	Start date: 11/23/2019
Priority: Normal	
Assignee:	
Category: UI	
API: OpenGL	GPU Vendor/Model: GTX 1070
Cemu Version: 1.15.19	
Description	
The menu bar is visible when using command line options to open the game in fullscreen like this	
<code>C:\Games\Emulation\Emulators\Nintendo\cemu_1.15.1\Cemu.exe -g "C:\Games\Emulation\Games SSD\Nintendo\Wii U\The Legend of Zelda Breath of the Wild [ALZP01]\code\U-King.rpx" -f</code>	
1.15.19: unknown.png?width=1042&height=652	
1.15.18: CEMU_Screenshot_2019.11.23_-_22.47.46.16.png?width=1042&height=652	
Someone else had the problem here	

History

#1 - 11/23/2019 11:12 PM - zwcgxtsfa

Fullscreen menu bar is not ticked in general settings

#2 - 11/28/2019 02:17 PM - Petergov

- Status changed from New to In Progress

Will be fixed in the next version

#3 - 11/30/2019 01:58 AM - Petergov

- Status changed from In Progress to Resolved

Fixed in version 1.15.20