Cemu - Feature requests #225

More GFX pack Preset options

12/16/2019 10:09 PM - Zalnor

Status:	Closed	**Start date:**	12/16/2019
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:		**GPU Vendor/Model:**	
Cemu Version:			

Description

I was thinking that making GFX packs a bit more robust would greatly reduce the complexity of configuring them for the end user. Such as having more then one "preset" box if a gfx pack calls for it, and even adding slider(s) for if the specific preset/pack calls for it (would also be nice to be able to manuly put in the number for the slider value for if the range is huge, to be more precise). It would give the user more degree of control with a lot of packs like CLarity (espesially User Defined Preset), and any contracity pack. I think doing this can also simpilfy some packs Like FPS++ allowing it to just be one pack with 4 presets instead of 4 packs. It would also alow extreamly complex packs to be included in the repo like Altros' TMO pack that has way to many options then the current presets can handle very efficently.

I have attached a quick mockup of what this might look like.

History

#1 - 12/16/2019 10:14 PM - Zalnor

- Tracker changed from Bug to Feature requests

#2 - 03/05/2020 10:19 PM - Exzap

- Status changed from New to Closed

Closing this since 1.17.0 added many of the requested features.
Feel free to open a new feature request for sliders specifically.

Files

GFX Pack example.png	14.2 KB	12/16/2019		Zalnor