

Cemu - Bug #289

Gamepad Screen duplication bug?

03/21/2020 01:19 AM - CloudZayne

Status:	Closed	Start date:	03/20/2020
Priority:	Normal		
Assignee:			
Category:	UI		
API:	OpenGL, Vulkan	GPU Vendor/Model:	Nvidia GTX 1050Ti
Cemu Version:	1.17.4		
Description			
<p>I'm having an issue with the "TV" part of the emulator is constantly showing the gamepad screen by default. If I hold Tab, it switches to the TV view, and if i hit ctrl+Tab, it stays on TV view for about 5-10 minutes then switches back automatically. Making some games completely unplayable.. The only games i've found in the 14 that i have on Cemu (Haven't tested all of them yet) Xenoblade Chronicles X and Tokyo Mirage Sessions #FE have the problem. Will add more info as i test the other games and get the cache built back up for those games.</p> <p>Switching between video backends doesn't fix the issue, I've followed Serfrost's setup guide to get everything set up.</p> <p>Specs: CPU: i5-8400 2.80GHz RAM: 8GB Graphics: Nvidia GTX 1050TI (factory overclocked by MSI) CEMU Version: started having problems in 1.16, continuing on to the latest version as of this post (1.17.4)</p>			

History

#1 - 04/11/2020 05:51 AM - Zalnor

- Status changed from New to Closed

This is most likely a setting issue.

Go to the Cemu discord for troubleshooting help.

Files

Cemu bug TMS#FE.png	311 KB	03/21/2020	CloudZayne
Cemu bug XCX.png	594 KB	03/21/2020	CloudZayne