

Cemu - Bug #328

GameCube controller option decreases performance

05/03/2020 02:45 PM - mixon

Status: Resolved	Start date: 05/03/2020
Priority: Normal	
Assignee:	
Category: General	
API: OpenGL	GPU Vendor/Model: Gtx 1660 super
Cemu Version: 1.18.2c	
Description When you choose the GameCube as a controller in the input settings performance decreases for some reason, the more controllers the less performance. Tested on 2 computers results were the same	

History

#1 - 08/18/2020 05:52 PM - stingers

Adding that this issue is still present in 1.19.2c and 1.20.2b. Degrading performance based off of amount of gamecube controllers enabled. Around 3-5fps drop on average with 1, up to 10fps drop with 2. Tested both in OpenGL with a geforce RTX 2070 Super/Ryzen 7 3700x

#2 - 04/11/2021 08:22 PM - Serfrost

- Status changed from New to Resolved

Cannot reproduce on 1.22.10, assume to be resolved; no mention in changelog.