

Cemu - Feature requests #453

Cemu Memory Searcher hex search type option

01/01/2021 07:24 PM - MarioPossamato

Status: New	Start date: 01/01/2021
Priority: Normal	
Assignee:	
Category: General	
API:	GPU Vendor/Model:
Cemu Version:	
Description In the memory searcher there are six options to choose from for type when searching, "float", "double", "int8", "int16", "int32", and "int64". However, what I mostly use the memory searcher for is for finding values such as 0x06000840 (Super Mario Maker's default for sprite flags), and it gets tedious converting between hex and decimal when narrowing down the search/poking values. I don't know if this has already been implemented, somehow, but I have been unable to find such an option. This feature is not of <i>major</i> importance.	

History

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