

Cemu - Bug #455

Mouse pointer is hidden when fullscreen, i feel hard to emulate Touch with Super Mario 3D World

01/05/2021 03:26 PM - tabandroidjava@gmail.com

Status:	New	Start date:	01/05/2021
Priority:	Normal		
Assignee:			
Category:	UI		
API:	OpenGL	GPU Vendor/Model:	Nvidia GT630
Cemu Version:	1.22.3b		

Description

Super Mario 3D World has some worlds that i must use mouse to emulate touch to win, but with CEMU latest 1.22.3b when Fullscreen the mouse pointer is hidden, that makes me very hard to play with touch.

I suggest to have an option in settings to show/hide mouse when fullscreen.

History

#1 - 04/16/2021 01:54 PM - Exzap

The mouse cursor only hides if you dont move it for a few seconds. It should reappear the moment you move it.
Or is it permanently invisible for you?