Cemu - Feature requests #470

Enable Separate Gamepad View on startup

02/02/2021 10:03 AM - theOG123

Status:	New	**Start date:**	02/02/2021
Priority:	Normal		
Assignee:	Petergov		
Category:	Input		
API:		**GPU Vendor/Model:**	
Cemu Version:			

Description

When playing certain games that require the Wii U Gamepad, users must select Separate Gamepad View every time. An option to set this via a command line argument or a per-game option would be useful, so that the gamepad starts automatically.

Persistent states would also be useful, so if a user full-screens the gamepad window and closes the emulator, it should open again in that state on next boot. Similar to users who use multiple monitors and/or virtual monitors like Spacedesk on an Android device, having the position of the gamepad window be the same would be helpful.

History

#1 - 02/02/2021 10:33 AM - Crementif

Have you tried enabling the setting under Options->General Settings that remembers the gamepad size. I'm pretty sure that fixes both issues here.