

Cemu - Feature requests #565

Allowed custom graphics pack to still after cemu graphics pack update

08/20/2021 04:52 PM - Mew2333

Status:	Closed	Start date:	08/20/2021
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:		GPU Vendor/Model:	rtx 2060 max q
Cemu Version:			
Description			
I make graphics pack for games like Snoopy's Grand Adventure ben 10 omniverse 1 and 2 but every update comes out remove my gfc packs so make don't do for Custom gfc pack for games not list gfc pack list			

History

#1 - 10/03/2021 08:06 AM - RedPill

Mew2333 wrote:

I make graphics pack for games like Snoopy's Grand Adventure ben 10 omniverse 1 and 2 but every update comes out remove my gfc packs so make don't do for Custom gfc pack for games not list gfc pack list

Agreed, this would be useful.

As a temporary workaround, you could tweak the Security/access permissions of your gfx packs subfoler(s), stripping *Delete/Delete subfolder/files* permissions from necessary accounts.

Then if you ever need to delete something, either reenable the permissions or merely remove permissions from only one account that you'll use to run Cemu whenever there are updates.

Another potential possibility could be via some symlink/hardlink trickery, making your graphics-packs a "one way road" for Cemu, able to read but not write/delete. Simplest solution though would be removing delete-permissions from your packs folders.

#2 - 10/03/2021 11:30 AM - Exzap

- *Status changed from New to Closed*

Cemu will never delete your graphic packs. Just don't put them in the /downloadedGraphicPacks/ folder because that one it will recreate whenever you update community graphic packs.