

Cemu - Feature requests #618

Export game to a file container for backup

02/06/2022 08:41 AM - chriztr

Status: In Progress	Start date: 02/06/2022
Priority: Normal	
Assignee:	
Category: General	
API:	GPU Vendor/Model:
Cemu Version:	
Description	
<p>A bit more niche request, but an option to export an installed game to a cemu friendly container for backup purposes.</p> <p>This would be helpful for those who have a larger catalog with games and want to create useful backups of their games to install back in later on.</p> <p>The exporter could have options to export either;</p> <ul style="list-style-type: none">• base• base + update• base, update and DLC• base, update, DLC and saves <p>The exporter could pack this into a container with a filelist.txt/.json (same as verify game files option) to keep track of the files. Compression isn't needed, but surely someone would appreciate that too also.</p> <p>And ofc icing on the cake would be cemu being able to read directly from said container, having the games stored in a game folder elsewhere.</p>	

History

#1 - 02/06/2022 08:42 AM - chriztr

Derp; forgot to put this in feature requests.
It's meant to be there.

#2 - 02/11/2022 04:49 PM - Exzap

- *Tracker changed from Bug to Feature requests*
- *Status changed from New to In Progress*

Something like this is already in planning. Cemu being able to read from it directly is a must-have.