

Cemu - Feature requests #161

Save/Load game state

08/02/2019 05:30 PM - dennix

Status: Closed	Start date: 08/02/2019
Priority: Normal	
Assignee:	
Category: General	
API:	GPU Vendor/Model:
Cemu Version:	
Description It would be nice to save and load the game state, then allowing the user stop and then restart the game at any point.	

History

#1 - 08/03/2019 02:41 AM - Zalnor

- Status changed from New to Closed

While most agree this would be nice, save states arnt feasible on newer generation emulators including Wii U.

A save state works by saving all active ram to a file then loading it back when calls apon. Games on Cemu regularly use over 2gb of ram and some up to or over 8gb of ram.

While these would work as save states its a waste of space and resources.