

## Cemu - Feature requests #179

### Shortcut for GX2DrawDone()

08/25/2019 06:51 PM - svartson

<b>Status:</b> Closed	<b>Start date:</b> 08/25/2019
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b> Input	
<b>API:</b>	<b>GPU Vendor/Model:</b>
<b>Cemu Version:</b>	

#### Description

For performance reasons I have deactivated GX2DrawDone() in BoTW. However when you want to capture something with the function needs to be enabled. Also for some bosses like the one in Gerudo Desert you need it, otherwise the boss might fly out of the camel and never returns.

I would like to suggest to add the possibility to have some settings shortcutted. Either as Button on the Gamepad or as keyboard shortcuts (maybe F1-F12?).

Also, thank you for having the opportunity to file feature requests. You guys are great!

#### History

#1 - 08/25/2019 06:56 PM - Zalnor

- Category set to Input

- Status changed from New to Closed

Closed because it is a partial copy of issue 118

<http://bugs.cemu.info/issues/118>