Cemu - Feature requests #260

Automatic applying of vsyncFrequency setting when changing graphic packs preset

01/20/2020 02:59 PM - Fs00

Status:	New		**Start date:**	01/20/2020
Priority:	Normal			
Assignee:				
Category:	General			
API:			**GPU Vendor/Model:**	
Cemu Version:				

Description

Currently, when the user changes the current preset in a graphic pack which changes the value of the *vsyncFrequency* option, Cemu must be restarted to apply the new setting. It would be very convenient if this wasn't needed and instead the option was automatically updated when changing the preset.
In my opinion, this would be very useful with packs like FPS++ to change the frame limit at runtime without having to use third party programs.