

Cemu - Feature requests #38

stop/pause/start emulation in cemu

04/07/2019 09:40 PM - abdellbobo

Status:	New	Start date:	04/07/2019
Priority:	Normal		
Assignee:			
Category:	General		
API:		GPU Vendor/Model:	
Cemu Version:			
Description			
I think it will be amazing if we can stop emulation without restarting cemu to change the game			

History

#1 - 05/16/2019 01:48 AM - JonDoe

abdellbobo wrote:

I think it will be amazing if we can stop emulation without restarting cemu to change the game

There's a functional cheat code trainer program for Zelda BOTW that allows for pausing and resuming the game (it acts on the whole process) without any issues. It would be rad to see something similar applied here.

#2 - 08/14/2019 04:43 PM - triviali

+1, similar idea to FR#120 plus pausing implementation

#3 - 04/09/2022 11:53 AM - hybridshivam

Any updates on this?

At least the stop emulation part is not that hard to implement.