

## Cemu - Feature requests #465

### Cemu Emulator running system

01/27/2021 06:15 PM - Emulator\_Master

<b>Status:</b>	Closed	<b>Start date:</b>	01/27/2021
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	General		
<b>API:</b>	OpenGL, Vulkan	<b>GPU Vendor/Model:</b>	
<b>Cemu Version:</b>	1.22.4		

#### Description

Without closing the game completely to the program. Only the emulation stop or reset feature should come. It is boring to constantly enter the folder and have it play again. In addition, I think there should be Save States and Load States feature, which is a very useful and sought-after feature, which is found in many other emulators, instant game location recording and loader. Thus, it is of great benefit to test innovations in the emulator and contribute to its development.

#### History

##### #1 - 01/27/2021 06:19 PM - Emulator\_Master

One more thing. Cemu theme for can be selected dark style. Sample black panel like. White very make tired eyes.

##### #2 - 01/27/2021 08:46 PM - Zalnor

- Status changed from New to Closed

Stop/pause emulation is copy of issue [#38](#).

Save states are not possible/practical as that involves saving the entire amount of ram the emulator is using, for most games this will be at a minimum 2gb, and at a high of 12gb. To save and load these sizes of files would take to long for most users.

A Dark theme is currently impossible as WXwidgets (the UI cemu uses) does not have theme support. To add one now the devs would need to scrap the entire UI system and write a new one.