

Cemu - Feature requests #488

Gamepad Screen Toggling Option

02/26/2021 06:25 PM - Sonicjan

Status:	New	Start date:	02/26/2021
Priority:	Normal		
Assignee:	Petergov		
Category:	Input		
API:		GPU Vendor/Model:	
Cemu Version:			
Description			
<p>So, we are able to set a Controller key to open up the Gamepad screen, which is pretty practical. But we also have to hold that button, with no option to have it toggle between on and off by pressing it a second time.</p> <p>The option to set that button as hold or toggle would be pretty practical, especially for games like Splatoon where it displays the map or even minigames.</p>			