

Cemu - Feature requests #489

Gamepad Screen Transparency

02/26/2021 07:32 PM - Sonicjan

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| Status: New | Start date: 02/26/2021 |
| Priority: Normal | |
| Assignee: | |
| Category: Graphic | |
| API: | GPU Vendor/Model: |
| Cemu Version: | |
| Description So normally the Gamepad screen lays directly above the TV screen, which is perfect for Splatoon. But if one were to show the map during a match, he wouldn't be able to see opponents approaching, while having the map open. So it would be really nice, if one could adjust the Transparency of that Gamepad screen, in order to look on the map, while also being able to see someone approaching. | |