

## Cemu - Feature requests #547

### Cheats Feature

07/24/2021 07:45 PM - PotatoPower159

<b>Status:</b>	Closed	<b>Start date:</b>	07/24/2021
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	General		
<b>API:</b>	Vulkan	<b>GPU Vendor/Model:</b>	
<b>Cemu Version:</b>	1.25.0b		

#### Description

A cheats feature similar to what Dolphin emulator does would be incredible. Dolphin uses AR codes and gecko codes. The only Wii U cheat codes that I know of are jgecko codes so this would be a nice starting point for Cemu. To provide some inspiration on how to implement this, I have attached two videos below. The first is how to use gecko codes and the second is how to use AR codes in dolphin.

*\*Note: It may be a good idea to mute the volume for the second video, it is a bit loud.*

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<https://www.youtube.com/watch?v=VSyuFWltuVA>

<https://www.youtube.com/watch?v=ho6lV2Nrq1s>

#### History

#1 - 07/24/2021 07:50 PM - Zalnor

- Status changed from New to Closed

Cemu can never have a cheat system like dolphin, The memory addresses needed for wii u cheats are not the same for cemu so all cheats would need to be re made from scratch, and the current system of shipping known cheats with graphics packs is already plenty usable and user friendly.