

Cemu - Feature requests #561

Add support for custom Pixel Aspect Ratios for CRT displays

08/18/2021 04:34 AM - screamingtrees

Status:	Closed	Start date:	08/18/2021
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	OpenGL	GPU Vendor/Model:	GTX 1060 3Gb
Cemu Version:	1.24.0b		
Description			
<p>I can currently run Cemu letterboxed in a 640x480i resolution on my 4:3 SD Sony PVM 20M4U. What I'd like to do is run Cemu letterboxed in a 2560x480i resolution without aspect ratio issues so I can take advantage of my CRT's higher horizontal TV line count. Custom pixel aspect ratios would solve this or some sort of output resolution controls since changing graphic pack aspect ratios now offer a "widescreen hack" experience, which is not what I'm looking for. Ideally my internal res could be 720p or 1440p and the output or "viewport" res (as Retroarch calls it) would be something like 2560x360.</p>			

History

#1 - 08/18/2021 05:43 AM - Zalnor

- Status changed from New to Closed

Cemu already change aspect ratio of games via graphic packs, these are not "widescreen hacks" its just textures are not designed to be scaled along with the viewport thus stretch. What you are asking for would be a fix for these issues, and those would have to be on a per game bassis done via game file mods for the most part. Cemu will not implement such hacky behavior in its core as well for another thing.

#2 - 08/19/2021 05:18 AM - screamingtrees

That is not what I'm asking for. But it's okay I found the solution to my problem anyway. I was able to make a letterboxed windows resolution for 2560x360 and discovered the "stretch" aspect ratio in Cemu's settings for those looking to do the same.