Cemu - Feature requests #582

Pause/Resume option from the Toolbar

10/15/2021 02:48 AM - mikeg

Status:	Closed	**Start date:**	10/15/2021
Priority:	Normal		
Assignee:			
Category:	General		
API:		**GPU Vendor/Model:**	
Cemu Version:			

Description
Please implement a way to pause/resume game states so the game doesn't infinitely loop in the background.

History

#1 - 10/15/2021 03:14 AM - Zalnor

- Status changed from New to Closed

There is no practical way to implement save states in cemu, and would have longer loading times then just restarting a game and take up a lot of storage space.

#2 - 10/15/2021 04:25 AM - Exzap

An option to pause games is planned but it's not very high priority