

Emulator - Emulator Issues #11774

Feature Request: share game settings, input bindings and cheat codes by QR Code

06/22/2019 02:26 PM - weihuoya

| | | | |
|--|-----------------|------------------------------------|----|
| Status: | New | % Done: | 0% |
| Priority: | Normal | | |
| Assignee: | | | |
| Category: | | | |
| Target version: | | | |
| Operating system: | N/A | Relates to performance: | No |
| Issue type: | Feature request | Easy: | No |
| Milestone: | | Relates to maintainability: | No |
| Regression: | No | Regression start: | |
| Relates to usability: | No | Fixed in: | |
| Description | | | |
| <p>It's very convenient to share configs by QR Code, especially for android device. There is a open source software shadowssocks implement it. https://github.com/shadowssocks/shadowssocks-qt5 https://github.com/shadowssocks/shadowssocks-android</p> <p>it uses libqrencode(https://github.com/fukuchi/libqrencode) to generate QR Code image, uses ZBar(http://zbar.sourceforge.net/) for desktop to scan QR Code from current screen, and MobileVisionBarcodeScanner(https://github.com/KingsMentor/MobileVisionBarcodeScanner) for android to scan QR Code image.</p> <p>we can define a standard share format for game settings, input bindings and cheat codes, and a little UI dev to make it works.</p> | | | |

History

#1 - 06/22/2019 03:03 PM - JosJuice

- Issue type changed from Bug to Feature request

Interesting idea! I'm a bit reluctant to make it too easy for users to copy the game settings of other users wholesale (since they often contain some not very useful overrides in addition to any useful overrides), but this would definitely make sense for cheat codes at least. (Not that I think it'll get implemented soon, unfortunately, since master doesn't even have a cheat code GUI for Android at all...)