

Cemu - Bug #109

Drifting particles in BOTW

06/30/2019 05:14 PM - loryax37

Status: Resolved	Start date: 06/30/2019
Priority: Normal	
Assignee:	
Category: Graphic	
API:	GPU Vendor/Model:
Cemu Version:	
Description Found on a clean shader cache on a GTX 980Ti on Cemu 1.15.9c, no graphics packs, no custom nvidia settings. The attached video has some graphic packs enabled but playing without didn't make a difference. https://streamable.com/mu9kl	

History

#1 - 06/30/2019 10:22 PM - Zalnor

I can confirm this happens with Water Splashes at 30fps no gfx packs.

#2 - 07/03/2019 11:34 PM - Zalnor

- *Category set to Graphic*

#3 - 07/12/2019 11:59 PM - loryax37

This is easy to reproduce as it often happens on Link's sweat when he runs.

#4 - 08/07/2019 12:29 AM - loryax37

From the videos i've seen, this still happens on Vulkan on Cemu 1.16.0.

#5 - 08/07/2019 12:29 AM - loryax37

An easier way to test it is to walk through the "puddle" when leaving the first area/shrine of the game.

#6 - 10/29/2020 01:49 AM - Exzap

- *Status changed from New to Resolved*

This issue has been resolved with the cache rewrite in Cemu 1.20.0