

Cemu - Bug #14

Mario Kart 8 - Water Park Position Line Flickering

03/03/2019 12:04 AM - Slashiee

Status: Accepted	Start date: 03/02/2019
Priority: Normal	
Assignee:	
Category: Graphic	
API:	GPU Vendor/Model:
Cemu Version:	
Description This issue has been (supposedly) present ever since 1.6.0; it is only present during a race.	

History

#1 - 03/11/2019 09:53 PM - Exzap

- Status changed from New to Accepted

Files

2019-03-02_15-55-07.png	2.21 MB	03/02/2019	Slashiee
log.txt	2.54 KB	03/02/2019	Slashiee