

Cemu - Bug #174

Hyrule Warriors - Wrong Character Portrait Sometimes Appears on Dialogue

08/18/2019 10:56 PM - JMC4789

Status:	Resolved	Start date:	08/18/2019
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	OpenGL	GPU Vendor/Model:	NVIDIA GTX 1070
Cemu Version:	1.15.11c		

Description
Game Name

Hyrule Warriors - BWPE01

Issue Description

While playing the game, sometimes the wrong avatar will be shown during the small dialogue exchanges in game. I've provided an example that happens every time very early in the first mission. I've also provided a screenshot on console from the same version of the game showing that it is not a game bug.

Full Computer Specifications

Windows 10
Intel Core i7-6700K
NVIDIA GTX 1070

Additional Information

I've tried swapping a few settings, such as GPU buffer accuracy, in order to see if it'd help. I'm using Single Core Recompiler as my CPU setting, and different timer settings did not affect the issue.

History

#1 - 05/15/2021 11:30 PM - Exzap
- Status changed from New to Resolved

Fixed in Cemu 1.22.13

Files

AvatarCemu.png	1.76 MB	08/18/2019	JMC4789
AvatarConsole.png	818 KB	08/18/2019	JMC4789