

Cemu - Bug #184

Hyrule Warriors - Flashing Graphics (Epileptic Warning)

09/02/2019 04:25 PM - Velvette

Status:	New	Start date:	09/02/2019
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	OpenGL	GPU Vendor/Model:	NVIDIA GTX 1660 Ti
Cemu Version:	1.15.13c		

Description

When in a menu or during a battle, the graphics (generally the character portraits and the HUD) will begin flashing rapidly, and will not go away until certain in-game dialogue disappears, or if you pause the game and go into a sub-menu, like the 'Current Status' sub-menu. This happens seemingly at random and fairly often, but is potentially dangerous to epileptics such as myself, as the flashing is very fast.

*NOTE, please do not view the attached .gif files if you are an epileptic.

Files

ezgif-5-13e1941d915b.gif	1.3 MB	09/02/2019	Velvette
ezgif-5-bfe15d877fcc.gif	1.5 MB	09/02/2019	Velvette