

Cemu - Bug #19

Splatoon lobby shadows are broken in 1.15.3

03/11/2019 05:07 AM - notmuhhoriz

Status: Closed	Start date: 03/11/2019
Priority: Normal	
Assignee:	
Category: Graphic	
API:	GPU Vendor/Model:
Cemu Version:	
Description This issue with broken shadows and other graphical glitches in the Splatoon lobby was showing up after upgrading to 1.15.3b. This issue did not appear when using 1.15.2d.	

History

#1 - 03/14/2019 12:53 PM - Exzap

- Status changed from New to Resolved

Fixed in next release

#2 - 05/17/2019 03:24 PM - Exzap

- Status changed from Resolved to Closed

#3 - 07/04/2019 12:52 AM - Zalnor

- Category set to Graphic

Files

Cemu 1.15.3b - FPS_30.00 [NVIDIA GPU] [ShaderCache_8d354cea] [7.75 MB] [00050000-10276900] Splatoon [US v272] 3_10_2019 9_59_26 PM.png			
Cemu 1.15.2d - FPS_30.00 [NVIDIA GPU] [ShaderCache_8d354cea] [7.75 MB] [00050000-10276900] Splatoon [US v272] 3_10_2019 10_01_12 PM.png			
log.txt	2.09 KB	03/11/2019	notmuhhoriz