

Cemu - Bug #193

Xenoblade Chronicles X Broken Cubemap Reflections

09/16/2019 08:49 PM - gage382

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|----------------------|---------|--------------------------|--------------|
| Status: | New | Start date: | 09/16/2019 |
| Priority: | Normal | | |
| Assignee: | | | |
| Category: | Graphic | | |
| API: | OpenGL | GPU Vendor/Model: | GTX 1060 3GB |
| Cemu Version: | 1.15.14 | | |

Description

While looking at metal surfaces in New L.A. in Xenoblade Chronicles X, a minor graphics glitch is present. The cubemap reflections are displayed incorrectly as compared to the game when played on a Wii U.

Files

| | | | |
|----------------|---------|------------|---------|
| unknown[1].png | 3.15 MB | 09/16/2019 | gage382 |
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