

Cemu - Bug #198

Graphical glitches in both Ducktales Remastered and Affordable Space adventures

10/05/2019 04:57 AM - OZ

Status:	Closed	Start date:	10/05/2019
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	OpenGL	GPU Vendor/Model:	NVidia GTX 1050 2Gig
Cemu Version:	1.15.15b		

Description

Graphical glitches in the first level of both games, as illustrated with attachments
Interestingly enough, with the Affordable Space Adventures glitch the Plasma/Lightning Storm actually render mostly correct when in the first part of the level (you can still see "box effects" if you look closely at the clouds).
Once you travel underground and back out again it starts the weird "banding"/comb artifacts

History

#1 - 10/16/2020 09:44 PM - Exzap

- Status changed from New to Closed

With Cemu 1.21.4 these issues should be resolved. If individual problems still occur then please open another bug report for those issues specifically.

Files

DTR - Glitch.png	832 KB	10/05/2019	OZ
ASA - graphical-glitch.mp4	1.51 MB	10/05/2019	OZ
ASA-Gfx glitch - Seems Okay.mp4	4.79 MB	10/05/2019	OZ