

Cemu - Bug #223

Sound stuttering in BOTW shrines in 1.15.20e

12/11/2019 05:59 AM - LordFranz

Status: Closed	Start date: 12/11/2019
Priority: Normal	
Assignee:	
Category: Sound	
API: OpenGL	GPU Vendor/Model:
Cemu Version: 1.15.20	
Description After updating to 1.15.20e, after resolving my issue with low fps which was only due to a changed CPU mode setting, I noticed an issue with very bad sound stuttering, especially in BOTW shrines. I experienced the same problem both with XAudio2 and DirectSound, at my usual 48ms latency setting. I did try restarting my PC. Reverting back to 1.15.19, the issue resolved!	

History

#1 - 12/11/2019 06:00 AM - LordFranz

Forgot to include my GPU, it's NVIDIA RTX 2070 Super. Thanks

#2 - 01/29/2020 08:44 AM - Zainor

- Status changed from New to Closed

issue not reproducible.