

Cemu - Bug #252

Nearest neighbor upscale filter doesn't work with Vulkan

01/07/2020 02:10 PM - mark_k

Status:	Resolved	Start date:	01/07/2020
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	Vulkan	GPU Vendor/Model:	AMD FirePro W5100
Cemu Version:	1.16.1		

Description

Using OpenGL with upscale filter set to Nearest Neighbor, the image is correct: the native 1280x720 image is upscaled to 3840x2160 (monitor resolution), each native pixel looking crisp/sharp.

However with Vulkan, even though I selected Nearest Neighbor for upscale filter, the image is blurred/filtered as if Cemu always uses bilinear.

I'm using Cemu 1.16.1, AMD FirePro W5100 (19.Q4.1 driver), Windows 10 1803.

History

#1 - 01/07/2020 02:21 PM - Exzap

The downscaling/upscaling filters are not implemented on Vulkan yet. Currently it always uses bilinear

#2 - 04/10/2021 04:56 PM - Serfrost

- Status changed from New to Resolved

Possibly fixed with 1.20.0 & 1.21.1? Unsure because Bicubic was not mentioned since 1.15.6b.

Reopen if required.