

Cemu - Bug #270

Shaders are not scaling with version 5 Graphic Packs

02/08/2020 02:03 AM - Slashiee

Status: Closed	Start date: 02/07/2020
Priority: Normal	
Assignee:	
Category: Graphic	
API: Vulkan	GPU Vendor/Model: GeForce RTX 2080
Cemu Version: 1.17.1	
Description With the version 5 packs, I've noticed that shaders are not scaling at all to the preset chosen.	

History

#1 - 02/08/2020 02:05 AM - Slashiee

- File v5packs.zip added

#2 - 02/14/2020 01:01 AM - Petergov

- Status changed from New to In Progress

- API deleted (OpenGL)

this problem only appears with the vulkan backend enabled and will be fixed with the next version

#3 - 02/24/2020 03:53 PM - Exzap

- Status changed from In Progress to Closed

Fixed in 1.17.2

Files

2020-02-07_17-56-13.png	1.08 MB	02/08/2020	Slashiee
2020-01-21_19-41-55.png	554 KB	02/08/2020	Slashiee
v5packs.zip	93.4 KB	02/08/2020	Slashiee