

## Cemu - Bug #274

### Zombi U Lights through the walls

02/10/2020 10:51 AM - luismasp

<b>Status:</b>	New	<b>Start date:</b>	02/10/2020
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	Graphic		
<b>API:</b>	OpenGL, Vulkan	<b>GPU Vendor/Model:</b>	
<b>Cemu Version:</b>	1.17.1		
<b>Description</b>			
Zombi U lights can cross the walls, this problem happens since the first cemu version able to run this game and also happens in both backends (Vulkan and opengl)			

#### History

##### #1 - 02/19/2020 10:20 PM - luismasp

- File Cemu 2020-02-19 23-11-38.png added
- File Cemu 2020-02-19 23-11-42.png added
- File Cemu 2020-02-19 23-11-05.png added
- File Cemu 2020-02-19 23-11-22.png added
- File Cemu 2020-02-19 23-11-29.png added

##### #2 - 02/20/2020 02:39 PM - luismasp

Specs:

Windows 10 x64  
GTX 970  
16GB DDR3  
i7 4790k

##### #3 - 04/12/2021 01:08 AM - Serfrost

- Category set to Graphic

##### #4 - 05/03/2022 07:55 PM - luismasp

The issue persists 2 years after. Tested in 1.27.0b

#### Files

File Name	Size	Date	Author
Cemu 2020-02-19 23-11-38.png	3.27 MB	02/19/2020	luismasp
Cemu 2020-02-19 23-11-42.png	3.02 MB	02/19/2020	luismasp
Cemu 2020-02-19 23-11-05.png	4.26 MB	02/19/2020	luismasp
Cemu 2020-02-19 23-11-22.png	3.74 MB	02/19/2020	luismasp
Cemu 2020-02-19 23-11-29.png	3.3 MB	02/19/2020	luismasp