

Cemu - Bug #276

BOTW - 1.17.1 (OpenGL) glitch : vertical lines in slow motion

02/13/2020 09:04 AM - Laf111

Status: Closed	Start date: 02/13/2020
Priority: Normal	
Assignee:	
Category: Graphic	
API: OpenGL	GPU Vendor/Model: NVIDIA
Cemu Version: 1.17.1	
Description https://www.reddit.com/r/cemu/comments/f34jiq/botw_1171_opengl_glitch_vertical_lines_in_slow/	

History

#1 - 02/13/2020 09:06 AM - Laf111

I'll provide the log file later.

#2 - 02/13/2020 11:27 AM - Laf111

- File log.txt added

#3 - 02/15/2020 07:22 AM - Laf111

Checked on the wii-U : it's a bug

- import CEMU save (same place, same fight)
- wait until it rains

=> no vertical lines in slow motion

#4 - 04/10/2021 05:34 PM - Serfrost

- Status changed from New to Closed

The example video and description does not make it clear what we should be looking for, and it would be better to have a comparison with the intended behavior. There is a good chance this has been fixed by now.

Reopen a new issue if necessary with a comparison video or screenshot side-by-side of the issue in question.

Files

log.txt	444 KB	02/13/2020	Laf111
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