

Cemu - Bug #29

Bayonetta 2: Audio is not sync with video during cutscenes

03/22/2019 02:50 AM - legend80

Status: New	Start date: 03/22/2019
Priority: Normal	
Assignee:	
Category: Sound	
API:	GPU Vendor/Model:
Cemu Version:	
Description Repro: 1) Start game and reach gameplay 2) Reach a point where a cutscene starts and watch Results: Audio is ahead by 1-2 seconds	

History

#1 - 07/04/2019 12:42 AM - Zalnor

- Category set to Sound