

Cemu - Bug #290

Super meat boy graphic glitches

03/21/2020 04:03 AM - optimizer76

| | |
|--|--------------------------------------|
| Status: Resolved | Start date: 03/21/2020 |
| Priority: Normal | |
| Assignee: | |
| Category: Graphic | |
| API: OpenGL, Vulkan | GPU Vendor/Model: Nvidia 1060 |
| Cemu Version: 1.17.4 | |
| Description Graphic glitches when running game. Tried all kind of settings but i think that this game should work. Says so in the wiki and i can find youtube videos of people playing it in older versions. | |

History

#1 - 04/10/2021 05:43 PM - Serfrost

- Status changed from New to Resolved

[#479](#) was likely a duplicate of this ticket, but it should be resolved as of 1.22.8

Files

| | | | |
|-------------|--------|------------|-------------|
| Capture.PNG | 268 KB | 03/21/2020 | optimizer76 |
|-------------|--------|------------|-------------|