

Cemu - Bug #314

Resolution drops to default (randomly) during play in 'FAST racing NEO'

04/16/2020 12:46 PM - ymo1965

Status:	New	Start date:	04/16/2020
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	OpenGL	GPU Vendor/Model:	Zotac GTX 1080
Cemu Version:	1.18.0c		
Description			
Something is triggering a random resolution drop (in my case from 1440p). Sometimes it corrects itself. Jaggies everywhere :/			