Cemu - Bug #316

Loud music and sfx in 'FAST racing NEO'

04/16/2020 12:52 PM - ymo1965

Status:	New	**Start date:**	04/16/2020
Priority:	Normal		
Assignee:			
Category:	Sound		
API:	OpenGL, Vulkan	**GPU Vendor/Model:**	Zotac GTX 1080
Cemu Version:	1.18.0c		

Description
Loud music + sfx. This seems to happen when going through tunnels or half-pipes.

History

#1 - 04/16/2020 12:53 PM - ymo1965

- louder than it should be. Bit over-kill.