

## Cemu - Bug #317

### Multi coloured floor - Zelda BOTW

04/19/2020 06:27 PM - ymo1965

<b>Status:</b> Closed	<b>Start date:</b> 04/19/2020
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b> Graphic	
<b>API:</b> OpenGL	<b>GPU Vendor/Model:</b> Zotac GTX 1080
<b>Cemu Version:</b> 1.18.1	

#### Description

Issue of sand around Link changes to odd multi-coloured texture. Seen in Desert area around Gerudo town.

Changes and moves as you move about.

\*\*Nvidia driver 445.87

#### History

##### #1 - 04/19/2020 06:33 PM - Zalnor

- Status changed from New to Closed

This issue does not occur in cemu with default settings, it is thought to happen with cemuhook and cemuhooks h264 decoder turned on under "debug>use cemuhook h264"

#### Files

ZELDA_BOTW_Multi-coloured textures.jpg	730 KB	04/19/2020	ymo1965
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