# Cemu - Bug #382

## Zelda breath of the wild invisible room in Castle

07/15/2020 12:39 AM - Zaky

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| **Status:** | Closed | **Start date:** | 07/14/2020 |
| **Priority:** | Normal | | |
| **Assignee:** | | | |
| **Category:** | Graphic | | |
| **API:** | OpenGL, Vulkan | **GPU Vendor/Model:** | GTX 1660 TI |
| **Cemu Version:** | 1.19.3 | | |

**Description**

The graphic doesnt load well, this problem happen in some rooms in hyrule castle

there are two images attached, with OpenGL, and with Vulkan

### History

**#1 - 07/15/2020 01:29 AM - Zalnor**

*- Status changed from New to Closed*

That room renders fine on latest cemu, I recommend you reinstall the latest gpu drivers, and if that does not fix the issue then your game files are most likely broken. Re dump a fresh copy from a wii u, come to the Cemu discord for more troubleshooting help.

### Files

| | | | |
|---|---|---|---|
| zelda bug opengl.png | 888 KB | 07/15/2020 | Zaky |
| zelda bug vulkan.png | 1.03 MB | 07/15/2020 | Zaky |