

Cemu - Bug #382

Zelda breath of the wild invisible room in Castle

07/15/2020 12:39 AM - Zaky

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