

Cemu - Bug #416

Bayonetta (USA) Vulkan - OGL Specific Graphic bugs list (save included)

09/16/2020 01:03 PM - felixthecat

Status:	New	Start date:	09/16/2020
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	OpenGL, Vulkan	GPU Vendor/Model:	vega 11
Cemu Version:	1.21.1b		
Description			
Ryzen 5 3400g 2x4gb 8gb ssd samsung evo 960 windows 10 (2004) gpu driver 20.8.3 default options			
Cemu 1.21.1b make game better (less flicker geometry in cut scenes) but some issues still remain with default settings:			
<ul style="list-style-type: none">• Vulkan - OGL = Real time cutscenes geometry flicker (more flicker on OGL or with resolution pack enabled)• Vulkan - OGL = No video intro / white intro with sigle recompiler or triple recompiler (temporal fix with dual core recompiler or press start)• Vulkan - OGL = Physic graphic bug in Boss battle (Chapter IV The cardinal virtue of fortitude *Save include with continue or load save 1 slot and select this chapter for battle start)			

Files

bayonetta (USA) save.zip	223 KB	09/16/2020	felixthecat
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