

Cemu - Bug #449

Pikmin 3 - Gamepad view corruption

12/22/2020 05:20 PM - Diatorker

<b>Status:</b>	New	<b>Start date:</b>	12/22/2020
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	Graphic		
<b>API:</b>	OpenGL	<b>GPU Vendor/Model:</b>	Radeon RX 5700XT
<b>Cemu Version:</b>	1.22.2		
<b>Description</b>			
When using openGL, the gamepad view became corrupted (see screenshot attached).			
It randomly blinks back to a normal view.			
The corruption happens either in the separate gamepad view window or in the main game window.			
It seems to be specific to OpenGL, when switching to Vulkan the gamepad doesn't corrupt.			

Files			
pk3-as gamepad corrupt 2.png	13.6 KB	12/22/2020	Diatorker
pk3-as gamepad corrupt.png	102 KB	12/22/2020	Diatorker
pk3-as gamepad normal.png	281 KB	12/22/2020	Diatorker