

## Cemu - Bug #479

### Super Meat Boy - OpenGL Texture Issues & Vulkan Crash

02/11/2021 02:33 AM - wheelmac92

<b>Status:</b> Resolved	<b>Start date:</b> 02/11/2021
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b>	
<b>API:</b> OpenGL, Vulkan	<b>GPU Vendor/Model:</b> Nvidia
<b>Cemu Version:</b> 1.22.5c	
<b>Description</b>	
On OpenGL, you can get in-game, but most textures draw incorrectly	
On Vulkan, the game crashes on-boot, can not reach menus, cutscenes, or anything	

#### History

---

##### #1 - 04/10/2021 02:55 PM - Serfrost

- Subject changed from *Super Meat Boy bugs* to *Super Meat Boy - OpenGL Texture Issues & Vulkan Crash*
- Status changed from *New* to *Resolved*

These issues should have been resolved with Cemu 1.22.8