

Cemu - Bug #497

Breath of the Wild - Red Grass at higher resolutions

03/09/2021 07:44 PM - Nautilus

Status:	Closed	Start date:	03/09/2021
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	OpenGL	GPU Vendor/Model:	1080ti & 2080ti
Cemu Version:	1.14-1.22		
Description			
<p>I've noticed that that the grass (i think it might be the shadows on the grass?) will turn red in places when running the game at higher resolutions (above 5120x2880 in my case), and the desktop resolution is set at a different resolution. For instance, if i'm running the game at 7680x4320, and the desktop resolution is set to anything different than that, the grass will show red on it. Same goes for 10240x5760, or even custom resolutions (higher than 5120x2880). Strangely, 5120 and down works fine. No red grass even if the game is running at a different resolution than what the desktop is set at.</p> <p>Included 2 screenshots as examples (had the game running higher resolutions and had the desktop set to 1080p and 4k). While the screenshots show mods/graphic packs, i did try disabling everything all mods/graphic packs and still had the red grass. If i were to run the game at, for instance 7680, and i set the desktop to that too, the red grass issue goes away.</p> <p>Tried this on 2 different PCs, (windows 8.1 and windows 10, both with different hardware), several different Cemu builds, all different settings (shadows, filters, etc), mods/graphic packs, driver settings, etc. Nothing fixed it.</p> <p>Not sure what else to try. Appreciate any help!</p>			

History

#1 - 04/16/2021 01:47 PM - Exzap

- Status changed from New to Closed

Report graphic pack issues here: https://github.com/ActualMandM/cemu_graphic_packs/issues

Files

7680 res.jpg	2.68 MB	03/09/2021	Nautilus
10240 res.jpg	2.73 MB	03/09/2021	Nautilus