Cemu - Bug #503

Red Trail when swinging in BOTW

03/28/2021 10:26 PM - redtestytest

Status:	Accepted	**Start date:**	03/28/2021
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	OpenGL, Vulkan	**GPU Vendor/Model:**	GeForce GTX 1660S
Cemu Version:	1.22.9		

Description

[Cemu Version]: 1.22.8 then tried 1.22.9

[CPU Model]: Intel(R) Core(TM) i5-10600K CPU @ 4.10GHz

[GPU Model]: GeForce GTX 1660 SUPER Gigabyte Gaming OC (latest gpu drivers)

[Explain the issue in detail and what you've tried]: Whenever link swings an object, the tree branch for example, a red trail appears with the swing. Happens randomly it seems, so not every swing. Tried switching graphic packs, turning them on, off, restarting cemu, switching between opengl and vulkan, fiddling with nvidia control panel. Game works fine otherwise.

[Log.txt Pastebin Link]: https://pastebin.com/2KV7Zd6u 1.21.1b log: https://pastebin.com/3NRd0twd

The above is a copy from a post from reddit I can't post since my account is too new. Since then, I have uninstalled and reinstalled my gpu drivers with DDU, no change.

I've found this red trail does not appear in version 1.21.0, 1.21.1, 1.22.0, and 1.22.3 (tested by swinging for 10 or so minutes). Appears in 1.22.4, 1.22.7-1.22.9. I have also redumped my game twice now, no change.

History

#1 - 04/02/2021 09:32 AM - Exzap

- Status changed from New to Accepted

Files

2021-03-25 14-17-14_Moment.jpg	2.07 MB	03/28/2021	redtestytest