

Cemu - Bug #576

The Legend of Zelda - Breath of the Wild Stasis Rune Glitch

10/03/2021 04:59 PM - Peduls

Status:	New	Start date:	10/03/2021
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	Vulkan	GPU Vendor/Model:	NVIDIA GTX 1070
Cemu Version:	1.25.5b		
Description The glowing yellow chains that are produced when using the stasis rune appear black when used during rainy weather. Oddly enough the issue isn't present when changing the weather via graphics pack and only occurs when it's raining naturally.			

History

#1 - 10/03/2021 06:45 PM - RedPill

Peduls wrote:

The glowing yellow chains that are produced when using the stasis rune appear black when used during rainy weather. Oddly enough the issue isn't present when changing the weather via graphics pack and only occurs when it's raining naturally.

Any chance you could check if this also occurs with previous Cemu versions (1.25.5, and 1.24.X)?

#2 - 10/03/2021 07:15 PM - Peduls

It does occur in 1.25.5 and 1.25.4

I first raised the issue on cemu's Discord #botw_discussion and found at least one other person having the same issue.

I'll continue working my way backwards to try and see what version of cemu this first happens in because I don't think I used to have this problem before.

#3 - 10/10/2021 06:53 PM - RedPill

Interesting. Can you try using OpenGL and see if it happens there?

What graphic packs (and settings) are you using? Does it happen if you disable all graphic packs?

#4 - 10/10/2021 06:58 PM - RedPill

Also, could be related to [#517](#), [#580](#). Screenshot attached of all black characters on the tennis court

Files

screenshot_1.png	1.97 MB	10/03/2021	Peduls
------------------	---------	------------	--------