Cemu - Bug #63

Precompiled shaders selection resets itself to auto whenever changed

05/15/2019 09:39 PM - Geroyuni

Status:	Resolved	**Start date:**	05/15/2019
Priority:	Normal		
Assignee:	Petergov		
Category:	General		
API:		**GPU Vendor/Model:**	
Cemu Version:			

Description

To reproduce, change it to enabled/disabled in General settings, then close and reopen General settings or the entire emulator.

History

#1 - 05/15/2019 09:48 PM - Geroyuni

Also happens by manually settings.xml's .

#2 - 05/16/2019 01:28 AM - Petergov

- Status changed from New to Accepted

- Assignee set to Petergov

#3 - 05/31/2019 06:28 PM - Petergov

- Status changed from Accepted to Resolved

fixed in 1.15.8