

## Cemu - Bug #652

### [Hyrule Warriors] game lags when theres a camera angle change in game rendered cutscenes

08/03/2022 08:00 AM - TinyGamer

<b>Status:</b>	New	<b>Start date:</b>	08/03/2022
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	Graphic		
<b>API:</b>	Vulkan	<b>GPU Vendor/Model:</b>	AMD RX 570
<b>Cemu Version:</b>	1.26.2f		

#### Description

during any real time cutscene, like the victory cutscenes, whenever the camera cuts to a different angle, the game lags slightly, which de-syncs the audio over time. a have the DLC crash fix graphics pack enables since the game crashes without it.

video---> <https://youtu.be/nD5CIJOL2vY>

#### Files

log.txt	3.44 KB	08/03/2022	TinyGamer
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