Cemu - Bug #684

Tekken Tag Tournament 2 Brightness problem

09/29/2023 12:44 PM - Pedram

Status:	New	**Start date:**	09/29/2023
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	OpenGL, Vulkan	**GPU Vendor/Model:**	MX330 2GB
Cemu Version:	2.0.52		

Description

Hello and warm regards; I want to report an issue with Tekken Tag Tournament 2 (it seems that it haven't been reported, while it was the case since 2019) - game runs smoothly with stable locked 60fps , but in some stages (Riverside Promenade , Moai excavation, and specially Odeum of Illusions) there is too brightness and changing the API or graphical configuration won't solve anything)

If you want to see the problem, just go to practice mode and select any of those stages (also in Arcade mode)

History

#1 - 10/10/2023 01:31 PM - Pedram

- *File log_045657.txt added*

Files

log_045657.txt	5.97 KB	10/10/2023	Pedram