

Cemu - Bug #78

N64 VC - Star Fox 64 text jumbles

06/07/2019 09:47 PM - Zalnor

<b>Status:</b>	New	<b>Start date:</b>	06/07/2019
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	Graphic		
<b>API:</b>		<b>GPU Vendor/Model:</b>	
<b>Cemu Version:</b>			
<b>Description</b> In Star fox 64 the text that appears when characters speak in game gets randomly jumbled up. Here is screenshot of it happening. <a href="https://cdn.discordapp.com/attachments/292733452590120961/586495916706627612/unknown.png">https://cdn.discordapp.com/attachments/292733452590120961/586495916706627612/unknown.png</a>			