

Cemu - Bug #166

Xenoblade X broken bloom

08/11/2019 12:27 PM - tamodolo

Status:	New	Start date:	08/11/2019
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	OpenGL, Vulkan	GPU Vendor/Model:	All
Cemu Version:	1.15.11		
Description			
<p>I know it's a known issue but I could not find an entry for this so I'm leaving one to allow this to be in the dev's radar.</p> <p>Xenoblade X have oversaturated bloom. I think this is the last major bug keeping it from running closer to native hardware. The graphic pack that workaround this is pretty bad and introduces too much visual glitches.</p> <p>Thanks for the awesome emulator!</p>			

History

#1 - 10/13/2019 03:20 PM - tamodolo

As of 1.15.16 the issue is present.

#2 - 08/28/2021 12:35 AM - tamodolo

update: as of version 1.25.2 the bug is still present.