

## Cemu - Bug #2

### Sonic Lost World - Rainbow-ish overlay in the distance

02/22/2019 06:21 AM - Slashiee

<b>Status:</b>	New	<b>Start date:</b>	02/21/2019
<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 any stage, there is a visible rainbow looking overlay in the distance that appears to slowly fade into black.			
Steps to reproduce:			
1. boot the game			
2. go into a stage via new game or world map			

#### History

#1 - 04/21/2019 06:43 PM - Slashiee

- File 2019-04-21\_11-40-56.png added

Still happens in 1.15.5b

#### Files

2019-02-21_17-46-34.png	1.1 MB	02/22/2019	Slashiee
2019-02-21_17-49-51.png	1.32 MB	02/22/2019	Slashiee
log.txt	2.4 KB	02/22/2019	Slashiee
2019-04-21_11-40-56.png	1.18 MB	04/21/2019	Slashiee