

Cemu - Bug #232

Glitch in some segments (Tokyo Mirage Sessions, Vulkan)

12/21/2019 02:30 PM - alvinvin00

Status:	New	Start date:	12/21/2019
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	Vulkan	GPU Vendor/Model:	AMD Radeon Vega 8
Cemu Version:	1.16.0c		
Description			
inb4, thank you for implementing Vulkan so low spec rigs like mine can play Wii U games as smooth as Nvidia's.			
There's some glitch in Tokyo Mirage Sessions that mostly happens in-game like right portion of screen are white (somehow, Hero Stats are still rendered correctly, only what's behind them are white box), ghosting during Free Roam and Battle (i don't know how to describe so forgive me)			

History

#1 - 12/21/2019 03:56 PM - alvinvin00

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EDIT : Here's my Laptop spec

- AMD Ryzen 5 2500U
- AMD Radeon Vega 8
- 8 GB RAM

Files

Bloom Palace.jpg	143 KB	12/21/2019	alvinvin00
Battle Animation.png	527 KB	12/21/2019	alvinvin00
Free Roam.png	584 KB	12/21/2019	alvinvin00
Victory Pose.png	522 KB	12/21/2019	alvinvin00