

## Cemu - Feature requests #238

### Add per game setting to choose between OpenGL and Vulkan renderer.

12/29/2019 02:48 PM - Dime333

<b>Status:</b> Closed	<b>Start date:</b> 12/29/2019
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b> UI	
<b>API:</b>	<b>GPU Vendor/Model:</b>
<b>Cemu Version:</b>	
<b>Description</b> Since many games only work in OpenGL right now. It would be nice to have the option to choose this with a setting in the game profile.	

#### History

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#1 - 04/29/2021 01:46 AM - Exzap

- Status changed from New to Closed

Added with Cemu 1.22.10