

Cemu - Bug #272

Vulkan: Characters won't render in The Wonder 101

02/09/2020 05:08 PM - PickleRick1

Status:	New	Start date:	02/09/2020
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	Vulkan	GPU Vendor/Model:	Nvidia GTX 1060 6GB
Cemu Version:	1.17.1		
Description			
Using Vulkan, playable and nonplayable characters are blurry shadows. OpenGL is fine.			

History

#1 - 04/10/2021 05:26 PM - Serfrost

Shadows likely fixed with Cemu 1.20.1c but no mention of character models.

Files

Cemu 1.17.1 - FPS_ 39.88 [Vulkan] [NVIDIA GPU] [TitleId_ 00050000-10721B00] The Wonder 101 [US v0] 2_9_2020 12_05_37 PM.png PickleRick1