

Cemu - Bug #301

BotW Real-time cutscenes without close-range blur at non-720p (original) resolution.

03/28/2020 03:10 AM - CoolHot

| | | | |
|--|----------------|--------------------------|---------------|
| Status: | Closed | Start date: | 03/28/2020 |
| Priority: | Normal | | |
| Assignee: | | | |
| Category: | Graphic | | |
| API: | OpenGL, Vulkan | GPU Vendor/Model: | Nvidia GTX970 |
| Cemu Version: | 1.17.4 | | |
| Description | | | |
| The Legend of Zelda Breath of the Wild Real-time cutscenes without close-range blur at non-720p (original) resolution. The bug exists in both OpenGL and Vulkan. This bug has existed since cemu 1.14.0. I have used the latest resolution graphic pack. | | | |

History

#1 - 03/28/2020 03:13 AM - Zalnor

- Status changed from New to Closed

Please do not use this tracker to post graphic pack issues.

Files

| | | | |
|----------|--------|------------|---------|
| 720.jpg | 237 KB | 03/28/2020 | CoolHot |
| 1080.jpg | 327 KB | 03/28/2020 | CoolHot |