Cemu - Bug #326

Bayonetta 2 Vulkan problems

04/28/2020 09:13 PM - luismasp

Status:	New	**Start date:**	04/28/2020
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	Vulkan	**GPU Vendor/Model:**	NVIDIA GTX 970
Cemu Version:	1.18.1		

Description

I played this game a month ago (More or less) with minor graphical bugs "such as the shadow square following Bayonetta's camera" but now it have a huge graphical artifacts in vulkan "opengl seems fine"

This problems in vulkan maybe started in 1.18.0 version, more or less, I don't remember if I was using 1.17.4 or 1.17.3 when I played the game.

Note: Video attached. Sorry for the image quality but I need to resize it to fit the 5mb upload limit.

My specs:
i7 4790k
GTX 970
16GB DDR3
Windows 10 x64

Files

Bayonetta 2.zip	4.91 MB	04/28/2020	luismasp