

Cemu - Bug #424

Issue

10/23/2020 12:51 AM - Conelover1234

<b>Status:</b>	Closed	<b>Start date:</b>	10/23/2020
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	Graphic		
<b>API:</b>	OpenGL	<b>GPU Vendor/Model:</b>	
<b>Cemu Version:</b>	1.21.3		
<b>Description</b>			
In Smash 4 the characters are painted by their team colors in team battle on classic mode			

History

#1 - 10/29/2020 12:40 AM - Exzap

- Status changed from New to Closed

This is the intended behavior. Not an emulation issue.  
If you still feel there is an actual bug here then please create another bug report but try to provide more information. For example some comparison screenshots (Cemu vs Wii U) as well as log.txt from Cemu folder