

Cemu - Bug #425

Bayonetta 2 Missing/invisible textures

10/23/2020 02:37 PM - john30011887

<b>Status:</b>	New	<b>Start date:</b>	10/23/2020
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	Graphic		
<b>API:</b>	OpenGL, Vulkan	<b>GPU Vendor/Model:</b>	rtx2080
<b>Cemu Version:</b>	1.21.4		
<b>Description</b>			
Only seems to be in Chapter VI The bridge to the heavens.			
You see issue within first few seconds of the cutscene, walk along the bridge, cutscene triggers, boss shows up, then the sword extends towards the sky but it isnt showing anymore, only the reflection shows. Then when he swipes the sword down it shows correctly again.			
Older cemu versions it used to but past couple of versions it bugged out And same boss when you defeat him and he is dragged to hell, he is invisible and you only see the arms dragging him			
Bug happens in Opengl and vulkan, disabling all graphic packs doesn't help, clean shader cache also made no difference Latest nvidia graphics drivers as always, windows 10 2004, rtx2080, i7 8700k, 16gb ram			

Files

Cemu_2020_10_23_15_19_18_564.png	1.94 MB	10/23/2020	john30011887
Cemu_2020_10_23_15_19_21_360.png	1.58 MB	10/23/2020	john30011887