

## Cemu - Bug #447

### Warriors Orochi 3 Hyper - Loading Screen Crash With Game Update & Graphical Glitches With Version 0 In USA Version

12/19/2020 01:05 AM - OCG

<b>Status:</b>	New	<b>Start date:</b>	12/19/2020
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	Compatibility		
<b>API:</b>	Vulkan	<b>GPU Vendor/Model:</b>	
<b>Cemu Version:</b>	1.22.2		
<b>Description</b>			
<p>On the latest CEMU version, Warriors Orochi 3 Hyper has some issues. The European version works fine with the latest update and DLC but the 60 FPS code does not work with the European version so it is not so enjoyable to play it. American version works with 60 FPS and no update applied but for some reason, a huge part of the screen is not rendered right. It is rendered good during gameplay but main menus and cutscenes not. Updating the game to the latest version does fix the main menu issue but causes the crash during the first loading screen. Since the European version has no crashing issues, could somehow the American version be fixed too given that the 60 FPS code does not work in the European version?</p>			