Cemu - Bug #496

Legend of Zelda: Twilight Princess - Black screen on main window, when resizing gamepad window or switching it to full screen

03/09/2021 03:28 AM - IAmTheo93

Status:	Accepted		**Start date:**	03/09/2021
Priority:	Normal			
Assignee:				
Category:	General			
API:	OpenGL		**GPU Vendor/Model:**	MSI GeForce 1660 OC
Cemu Version:	v1.22.7			

Description

Ever since I updated Cemu to v1.22.6, I've been having this issue when playing The Legend of Zelda: Twilight Princess.

See, I play it using two screens and of course, I set both views (gamepad and main) to full screen for better gameplay and for the longest time, it's working splendidly! But after the recent updates, beginning with v1.22.6, when set the gamepad window to full screen, the main window turns black. It still runs and the gamepad view has visuals, but the main view doesn't. The latest updates didn't change anything at all. I had to redownload the older version for me to be able to play the game like I used to.

History

#1 - 03/15/2021 07:05 PM - Zalnor

- Status changed from New to Closed

Edit: Nevermind it does happen on OpenGL but not Vulkan, so while this is being looked into I suggest you update Cemu to latest version and use Vulkan.

I did not test this on 1.22.7, but this does not happen on 1.22.8. Make sure Cemu, windows, and graphics drivers are up to date. If this continues to happen is is most likely caused by either some third party program, some bad settings somewhere, a broken windows install, or possibly broken game files.

#2 - 03/15/2021 07:10 PM - Zalnor

- Status changed from Closed to Accepted

Files

2021-03-09 11-24-06_Trim (2).mp4	4.5 MB	03/09/2021	IAmTheo93