Cemu - Bug #601

Amazing Spiderman 1 bug

01/06/2022 03:43 AM - Niko

Status:	New		**Start date:**	01/06/2022
Priority:	Normal			
Assignee:				
Category:	Graphic			
API:	OpenGL, Vulkan		**GPU Vendor/Model:**	
Cemu Version:	1.26.0d			

Description

The final image presented to the swapchain is solid black

However, in RenderDoc, the game is nearly-perfectly rendered at "some point", but then mysteriously cleared for no reason