

Cemu - Bug #625

Skylanders Swap force graphical bug when increasing the resolution in the graphics pack

03/13/2022 09:21 PM - Anonymous

Status:	Closed	Start date:	03/13/2022
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	Vulkan	GPU Vendor/Model:	nvidia geforce 3070
Cemu Version:	1.26.2f		
Description			
there seems to be a weird graphical glitch happening if you increase the resolution in swap force from the standard resolution to a higher one. the glitch seems to mainly happen when going through elemental gates and going inside buildings			

History

#1 - 03/13/2022 09:27 PM - Zalnor

- Status changed from New to Closed

This bug tracker is for Cemu bugs and feature requests only, not for graphics pack related issues.
For those please report them here.

https://github.com/ActualMandM/cemu_graphic_packs/issues

Files

unknown.png	4.79 MB	03/13/2022	Anonymous
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