

Cemu - Bug #653

Art Academy Atelier Graphic Bug when loading saved game

08/04/2022 10:43 PM - CKDGuly

Status:	New	Start date:	08/04/2022
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	OpenGL, Vulkan	GPU Vendor/Model:	NVIDIA RTX 2080
Cemu Version:	1.26.2f		
Description			
<p>I came back to check progress on the game and now saving and loading progress works as intended. So thanks for that.</p> <p>On the other hand, if I save my progress in a course, restart the game and load my saved file, when entering the drawing screen there's a graphic bug that makes the whole drawing screen white.</p> <p>Which makes it impossible to continue where i left off, I basically have to redraw and paint all the previous steps to reach the one where I am. And even if I did that, when I draw on the white screen, it reveals parts of what I drew on the previous course, making it quite the conundrum.</p> <p>I don't have access to a computer to provide screenshots at the moment. If you have any questions just let me know</p> <p>Thanks and kind regards,</p>			