

## Cemu - Bug #675

### BoTW Swimming Bug

02/19/2023 03:23 PM - genius123416@gmail.com

<b>Status:</b>	New	<b>Start date:</b>	02/19/2023
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	Graphic		
<b>API:</b>	Vulkan	<b>GPU Vendor/Model:</b>	3070 Mobile GPU
<b>Cemu Version:</b>	1.26.2		

#### Description

When I apply FPS++ to the 60 fps setting and tread water when swimming, my stamina drains.  
In the normal game, it doesn't do that.

It works perfectly fine when on 30fps but when you stop swimming, it shows the stamina draining but resets to the value before it was drained making it work as it should.

E.g. If you were to swim and stop and you had 3/4 stamina left, you would see a bit of stamina drain and turn red but that would then revert back to the 3/4 you would have left.

There are also graphical glitches at Hylia Bridge where bricks change colour.