

## Cemu - Bug #88

### Tokyo Mirage Lighting Issue

06/16/2019 05:30 AM - Chaseroni

<b>Status:</b>	New	<b>Start date:</b>	06/16/2019
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	Graphic		
<b>API:</b>		<b>GPU Vendor/Model:</b>	
<b>Cemu Version:</b>			
<b>Description</b>			
In all versions of CEMU I have tested after 1.14, there is an issue with the lighting in the outdoor areas not being correctly rendered. Attached are the results of two versions.			

#### History

#1 - 07/03/2019 11:50 PM - Zalnor

- Category set to Graphic

#### Files

Cemu_2019-06-16_00-29-13.jpg	1 MB	06/16/2019	Chaseroni
tms.png	1.64 MB	06/16/2019	Chaseroni