

Cemu - Bug #12

Darksiders Warmastered Edition Wii U

03/01/2019 06:57 AM - Edicion_Gamer

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| Status: Accepted | Start date: 03/01/2019 |
| Priority: Normal | |
| Assignee: Exzap | |
| Category: Graphic | |
| API: | GPU Vendor/Model: |
| Cemu Version: | |
| Description the menu can not be seen has many visual errors but when entering the game is playable but with very low fps | |

History

#1 - 03/11/2019 09:59 PM - Exzap

- Status changed from New to Accepted

The menu graphics are fine on high GPU buffer cache accuracy. Cemuhook is needed to see the videos. Normally I wouldn't consider 'Low FPS' a bug but in this case there is a specific cause. Leaving this open for now.

Technical info for bad performance:

The game heavily utilizes indexed PSQ load and store instructions which Cemu currently does not support in recompiler mode, forcing Cemu to fallback to interpreter mode frequently.

#2 - 07/04/2019 12:44 AM - Zalnor

- Category set to Graphic

Files

| | | | |
|---------------------------|---------|------------|---------------|
| 71HYx8GclJL_AC_SX215_.jpg | 24.1 KB | 03/01/2019 | Edicion_Gamer |
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