

Cemu - Bug #258

Vulkan Mario Kart 8 Shadows Issue

01/20/2020 03:42 AM - gman

Status:	Resolved	Start date:	01/20/2020
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	Vulkan	GPU Vendor/Model:	AMD RX 570
Cemu Version:	1.16.1		
Description			
Mario Kart 8 appears to exhibit some shadow/texture issues in a few locations when using the Vulkan API. The locations attached show areas which are much darker then they should be. AccurateShaderMul is set to true and changing GPU Shader Cache Accuracy has no affect.			

History

#1 - 01/20/2020 03:53 AM - gman

Confirmed this is a non-problem in the OpenGL backend.

#2 - 02/05/2020 05:04 AM - Anonymous

gman wrote:

Mario Kart 8 appears to exhibit some shadow/texture issues in a few locations when using the Vulkan API. The locations attached show areas which are much darker then they should be. AccurateShaderMul is set to true and changing GPU Shader Cache Accuracy has no affect.

I can confirm i'm also affected by this bug.

#3 - 04/10/2021 05:08 PM - Serfrost

Resolved with 1.19.0

#4 - 04/11/2021 08:36 PM - Serfrost

- Status changed from New to Resolved

Files

Annotation 2020-01-19 223345.png	1.75 MB	01/20/2020	gman
Annotation 2020-01-19 223346.png	1.74 MB	01/20/2020	gman
Annotation 2020-01-19 223347.png	1.04 MB	01/20/2020	gman
Annotation 2020-01-19 223348.png	1.42 MB	01/20/2020	gman