

Cemu - Bug #268

Project Zero : Maiden of Black Water can not ingame after v1.16

02/02/2020 10:01 PM - Seraphic

Status:	Closed	Start date:	02/02/2020
Priority:	Normal		
Assignee:			
Category:	Compatibility		
API:	OpenGL, Vulkan	GPU Vendor/Model:	
Cemu Version:	1.17.0e		
Description			
The game crashes in startup (both OpenGL or Vulkan), cemu main program crashes as well. My exact game version is: Zero Nuregarasu no Miko [USEUJPN v1]. And it runs well in every cemu version before v1.16.			

History

#1 - 02/27/2020 09:36 AM - snesiscool

- File log_jp.txt added

- File log_us_vulkan.txt added

- File log_us_gl.txt added

Still broken in 1.17.2b for both APIs. JP version crashes at start, US version gets ingame for a few seconds before crashing. US version log mentions "Unsupported texture depth format 0x0431" for both APIs.

#2 - 02/27/2020 08:46 PM - Petergov

- Status changed from New to In Progress

#3 - 03/10/2020 06:26 AM - snesiscool

Looks like it works again as of 1.17.3.

#4 - 03/31/2020 09:20 PM - Seraphic

Well done, now it works like before as of OpenGL, and similar on Vulkan.

There is some blur problem on Vulkan. Moreover, compare to the graphics of the true Wii U, the color and the light is incorrect both of OpenGL or Vulkan like it always been when emulated with CEMU. So I'll report a new issue to show and discuss this problem.

#5 - 03/31/2020 10:06 PM - Zalnor

- Status changed from In Progress to Closed

Closing this since the main bug of it not running has been fixed in cemu.

Files

log.txt	6.04 KB	02/02/2020	Seraphic
settings.xml	3.48 KB	02/02/2020	Seraphic
log_jp.txt	5.35 KB	02/27/2020	snesiscool
log_us_vulkan.txt	8.47 KB	02/27/2020	snesiscool
log_us_gl.txt	7.97 KB	02/27/2020	snesiscool