

Cemu - Bug #313

BGM Glitch on Paper Mario after a battle

04/14/2020 06:39 PM - Leocb

Status:	New	Start date:	04/14/2020
Priority:	Normal		
Assignee:			
Category:	Sound		
API:	OpenGL, Vulkan	GPU Vendor/Model:	EVGA GTX 1080 FTW
Cemu Version:	1.18c		
Description			
<p>Hi, I'm playing Paper Mario Color Splash and sometimes after a battle the BGM sound will stop and be replaced by loud noises and static sounds, while this is happening, other sound FX's and music (if a cutscene happen for example) works fine. The only fix I found is to reset the emulator.</p> <p>To me, the "glitch music" sounds like code being played back instead of a music stream (see the music of MS Paint on YouTube). could be caused by a invalid pointer to a wrong memory location.</p>			

History

#1 - 04/18/2020 06:56 PM - Leocb

After some more time playing, this can happen at other times, albeit less frequent, like when changing location, hitting a item block or talking to a NPC
There was also one time the glitch occurred but the BGM did not stop, I suppose it was another sound that glitched out, maybe a SFX.