

Cemu - Bug #345

Super Mario Maker - broken Super Star visual effect

05/24/2020 12:16 AM - Cadex

Status:	Closed	Start date:	05/23/2020
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	OpenGL, Vulkan	GPU Vendor/Model:	Geforce GTX 1070
Cemu Version:	1.19.0d		

Description

In Super Mario Maker, the Super Star powerup has a sparkling light effect when the level was created in the "New Super Mario Bros. U" style (but not in the other styles). In Cemu, this effect continually increases in scale until it fills the entire screen and you can't see anything until you collect the Star or it goes off-screen. The effect is supposed to stay about the same size as the star itself.

See attached screenshots: [#1](#) is a simple test level layout for reproducing this bug, while [#2-3](#) show the broken visual effect.

This issue affects both OpenGL and Vulkan, and I can reproduce it in Cemu versions 1.17.4 thru 1.19.0d (did not test older versions).

NVIDIA Driver version: 445.87

For reference, this video is an example of how it is supposed to look: <https://www.youtube.com/watch?v=D8dIA8nOsdC>

History

#1 - 06/02/2020 08:15 PM - Cadex

I found a workaround: Enable "Extended texture readback" in the game profile (Graphic tab)

#2 - 06/02/2020 08:45 PM - Cadex

This workaround also fixes the sparkle effect on pink coins (sometimes called red coins) which was missing previously. It might fix other effects as well that I haven't noticed yet.

#3 - 06/20/2020 06:29 AM - Cadex

Now I am unable to reproduce this issue, even after disabling the workaround. I haven't updated Cemu nor my video card driver since reporting it, so I don't know what made it stop happening.

#4 - 03/03/2021 08:48 PM - Cadex

This issue can be closed. (See my previous comment.)

#5 - 04/11/2021 08:34 PM - Serfrost

- Status changed from New to Closed

Files

Screenshot01_TestLevelLayout.jpg	234 KB	05/23/2020	Cadex
Screenshot02_StarEffectBefore.jpg	204 KB	05/23/2020	Cadex
Screenshot03_StarEffectAfter.jpg	44.1 KB	05/23/2020	Cadex