

Cemu - Bug #348

Fatal Frame: Maiden of Black Water misses lighting effects

05/25/2020 03:16 AM - Crementif

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|----------------------|----------------|--------------------------|------------|
| Status: | Closed | Start date: | 05/25/2020 |
| Priority: | Normal | | |
| Assignee: | | | |
| Category: | Graphic | | |
| API: | OpenGL, Vulkan | GPU Vendor/Model: | N/A |
| Cemu Version: | 1.19.1 | | |

Description

The problem:

One of this game's most prominent graphical problems is the missing light effect which makes scenes look dark or even hard to see. Below is a comparison:

Cemu Screenshot

cemu-cutscape.png

Wii U Screenshot

wii-u-cutscape.png

How to replicate:

The issue generally seems to affect all kinds of gameplay which tends to be darker than the Wii U's colors, but it's very noticeable in this specific cutscene so I'll just describe the steps to achieve this screenshot above.

It happens within the first 5 minutes of the tutorial/prologue chapter, but I've included a save for slightly faster access to it. You basically just have to follow the tutorial and you'll get to the specific cutscene I mentioned, can't really miss it.

Sidenotes:

- Happens with both Vulkan and OpenGL
- Through Nsight, I couldn't really see any light source that was dimmer, it seemed to be more like it wasn't rendering at all.
- This issue is also likely related to the other, more minor graphical bugs which also have to do with lighting, but reports for those can be filed if the fix for this issue doesn't apply for those.
- If you need more video footage or examples, I'd be glad to show more. Just kept it to a minimum for now.

History

#1 - 05/25/2020 03:17 AM - Crementif

[Here's a video](#) on how to replicate this issue and where/when it precisely occurs after you load the provided save files. Forgot to include it.

#2 - 05/25/2020 03:25 AM - Crementif

Oh... I also forgot to mention that this game creates some weird errors in the log like. These might very well be the problem here.

```
[03:23:13] Unable to compile shader 68126366d42c1339
[03:23:13] OpenGL: Unsupported texture depth format 0x001a
[03:23:13] OpenGL: Unsupported texture depth format 0x001a
```

#3 - 05/31/2020 05:33 PM - Seraphic

I think that is an issue which has always been here from cemu 1.14.0 or even earlier.

I have reported it on issue [#303](#) in March of CEMU version 1.17.4.

Also I find a graphic blur problem under Vulkan (I show it in my screenshots which is attached to my issue [#303](#)).

#4 - 05/31/2020 05:36 PM - Zalnor

- Status changed from New to Closed

Thanks for pointing out the older bug report.

closed for being copy of issue [#303](#)

Files

| | | | |
|--------------|-------|------------|-----------|
| savedata.dat | 64 KB | 05/25/2020 | Crementif |
|--------------|-------|------------|-----------|