Cemu - Bug #352

Mario & Sonic at the Sochi 2014 Olympic Winter Games

05/27/2020 10:45 AM - chriztr

Status:	New	**Start date:**	05/27/2020
Priority:	Normal		
Assignee:			
Category:	General		
API:	OpenGL, Vulkan	**GPU Vendor/Model:**	AMD RX580 8GB
Cemu Version:	1.19.1		

Description

Afaik this game started to go in-game with Vulkan as of 1.19.1, but has a couple of issues.

Inputs
The game acknowledges a wiimote connected, but stalls on connecting the motion plus adapter / connecting a wiimote with motion plus built in.
Test with an official "WiiMotionPlus INSIDE" remote, RVL-036
(see provided screenshot)

API
The game will soft lock at the level select screen in openGL, but go in-game with Vulkan
With the Vulkan API it has some heavy flickering with shadows and some of the course (see video)
I enabled the validation layer for Vulkan. Hopefully there's some valuable information there.

General
The game may or may not soft lock at any point, leaving nothing in the log afaik I could tell.

Link to video showing the WiiMote error message and two different stages played as "game pad"
https://streamable.com/rhd108

Files

cemu_wiimoteplus.png	695 KB	05/27/2020	chriztr
log_vulkan_gameplay.txt	6.41 KB	05/27/2020	chriztr
log_vulkan_valid_layer.txt	219 KB	05/27/2020	chriztr
log_opengl_wiimoteplus.txt	2.5 KB	05/27/2020	chriztr