

Cemu - Bug #366

Project Zero: Maiden of Black Water - Screen turns into four square boxes.

06/05/2020 02:18 PM - chriztr

Status:	Resolved	Start date:	06/05/2020
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	Vulkan	GPU Vendor/Model:	AMD RX 580 8GB
Cemu Version:	1.19.1b		

Description

Going for the final battle in the game at the last drop after the first "heat" turns the screen into four squares where only the top left one is visual.

Seems like an overlaying "blur" and/or sun rays of some kind doesn't get rendered correctly at all.

Testing with OpenGL seemed fine and did not have the same issue besides the known lighting issue which both API's has.

Video of how it looks like with Vulkan:

<https://streamable.com/28kc11>

<https://streamable.com/zoswup>

Video of how it looks like with OpenGL:

<https://streamable.com/t2y6em>

History

#1 - 09/19/2020 09:34 AM - chriztr

- File *cemu1212_project_zero_end.png* added

This seems to be fixed as of Cemu 1.21.2

#2 - 04/11/2021 08:58 PM - Serfrost

- Status changed from *New* to *Resolved*

Files

File Name	Size	Date	Author
log - pj_zero_last_drop.txt	8.63 KB	06/05/2020	chriztr
Save file right before the fight start.zip	72.8 KB	06/05/2020	chriztr
screenshot_120.png	729 KB	06/05/2020	chriztr
screenshot_121.png	1.14 MB	06/05/2020	chriztr
screenshot_122.png	1.18 MB	06/05/2020	chriztr
log_with_validation_layer.7z	25.3 KB	06/05/2020	chriztr
cemu1212_project_zero_end.png	1.83 MB	09/19/2020	chriztr