Cemu - Bug #378

Fatal Frame: Black Water Girl, Black Face, Brightness Error

06/28/2020 12:23 PM - yfextn

Status:	Closed	**Start date:**	06/28/2020
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	OpenGL, Vulkan	**GPU Vendor/Model:**	RX460
Cemu Version:	1.19.3		

Description

When cemu is running Fatal Frame 5, the screen is very dark, the character's hair sometimes changes color, and sometimes the face is black, and wiiu runs without problems

History

#1 - 06/28/2020 12:26 PM - yfextn

cemu1-19-3.jpg

Cemu Emulator

wiiu.jpg
wiiu

#2 - 06/28/2020 12:39 PM - yfextn

log

#3 - 06/28/2020 12:40 PM - yfextn

[12:34:58] ------- Init Cemu 1.19.3 -------
[12:34:58] Init Wii U memory space (base: 0x11e8ae20000)
[12:34:58] mlc01 path: D:\aliBoxGames\Zero Nuregarasu no Miko\DecryptFiles\
[12:34:58] CPU: Intel(R) Core(TM) i7-7700HQ CPU @ 2.80GHz
[12:34:58] RAM: 8150MB
[12:34:58] Used CPU extensions: SSSE3, SSE4.1, AVX2, AES-NI
[12:35:01] Loading lens5_cafe.rpx
[12:35:01] Creating OpenGL canvas
[12:35:01] ------- Loaded title -------
[12:35:01] TitleId: 00050000-1014d200
[12:35:01] TitleVersion: v1
[12:35:01] Update path: \ (not present)
[12:35:01] AOC path: \ (not present)
[12:35:01] Save path: \usr\save\00050000\1014D200\user\
[12:35:01] Shader cache file: shaderCache\transferable\000500001014d200.bin
[12:35:01] gameprofile path: gameProfiles\default\000500001014d200.ini
[12:35:01] RPX hash (updated): dd82154d
[12:35:01] RPX hash (base): dd82154d
[12:35:02] Loaded module 'lens5_cafe' with checksum 0x60dc1c85
[12:35:02] RPL link time: 109ms
[12:35:02] HLE scan time: 78ms
[12:35:02] ------- Active settings -------
[12:35:02] CPU-Mode: Single-core recompiler
[12:35:02] Load shared libraries: true
[12:35:02] GPUBufferCacheAccuracy: high
[12:35:02] Use precompiled shaders: auto
[12:35:02] Full sync at GX2DrawDone: true
[12:35:02] Console region: Auto
[12:35:02] Console language: Chinese
[12:35:02] ------- Init OpenGL graphics backend -------
[12:35:02] GL_VENDOR: ATI Technologies Inc.
[12:35:02] GL_RENDERER: Radeon(TM) RX 460 Graphics
[12:35:02] GL_VERSION: 4.6.13596 Compatibility Profile Context 20.5.1 27.20.1017.1011
[12:35:02] OpenGL extensions:
[12:35:02] ARB_clip_control: available
[12:35:02] ARB_get_program_binary: available
[12:35:02] ARB_clear_texture: available

[12:35:02] ARB_copy_image: available
[12:35:02] NV_depth_buffer_float: available
[12:35:02] Applying patch group 'Zero_JAP_V0'
[12:35:02] Activate graphic pack: Fatal Frame - Project Zero: Maiden of Black Water/Workarounds/10nth Drop Crash Fix
[12:35:02] Activate graphic pack: Fatal Frame - Project Zero: Maiden of Black Water/Workarounds/Cutscene Brightness [Presets: 10x Cutscene Brightness]
[12:35:02] Activate graphic pack: Fatal Frame - Project Zero: Maiden of Black Water/Enhancements/Film Grain [Presets: Disabled]
[12:35:02] Activate graphic pack: Fatal Frame - Project Zero: Maiden of Black Water/Enhancements/LOD Bias [Presets: Extreme]
[12:35:02] Applying patch group 'JapanZeroV0' (Codecave: 01800000-01800004)
[12:35:02] Activate graphic pack: Fatal Frame - Project Zero: Maiden of Black Water/Graphics/Resolution [Presets: 1920x1080]
[12:35:02] Activate graphic pack: Fatal Frame - Project Zero: Maiden of Black Water/Mods/Brightness [Presets: Much Brighter]
[12:35:02] ------- Init Audio backend -------
[12:35:02] DirectSound: available
[12:35:02] XAudio 2.8: available
[12:35:02] ------- Run title -------
[12:35:02] Using precompiled shaders: true
[12:35:02] Shader cache loaded with 216 shaders. Commited mem 67MB. Took 282ms
[12:35:02] Recompiler initialized. CPU extensions: LZCNT MOVBE AVX
[12:35:02] IOSU_CRYPTO: No otp.bin found. Online mode cannot be used
[12:35:02] IOSU_CRYPTO: No Seeprom.bin found. Online mode cannot be used
[12:35:06] IOSU_ACT: using account default in first slot
[12:35:47] Unable to compile shader 7f24c6c72b86cdbe
[12:35:47] OpenGL: Unsupported texture depth format 0x001a
[12:35:47] OpenGL: Unsupported texture depth format 0x001a
[12:35:52] OpenGL: Unsupported texture depth format 0x0431
[12:35:52] OpenGL: Unsupported texture depth format 0x0431

#4 - 06/28/2020 01:11 PM - Zalnor

- Status changed from New to Closed

Copy of issue #351