

Cemu - Bug #422

Xenoblade Chronicles X wrong mipmaps on some textures

10/18/2020 09:29 PM - frazan

Status:	Resolved	Start date:	10/18/2020
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	OpenGL, Vulkan	GPU Vendor/Model:	NVIDIA GTX 1080 Ti
Cemu Version:	1.21.3		

Description

When playing Xenoblade Chronicles X some textures have visible black squares when viewed from a distance (for example the cathedral in the residential district):
ingame.png

The issue is that the mipmaps of these textures are not being loaded (or generated?) correctly. Instead of containing a lower resolution versions of the first mip, they have offset/scrambled parts of the texture.

mip0.png mip1.png mip2.png

I also attached 2 examples dumped from Cemu, a color texture and its matching normal texture, both affected by the same issue.

The issue is 100% reproducible regardless of graphics API, settings and graphics packs.

Let me know if you need more information.

History

#1 - 04/12/2021 12:40 AM - Serfrost

- Status changed from New to Accepted

Probably fixed with 1.22.5 but needs verified.

#2 - 04/30/2021 08:33 AM - Exzap

- Status changed from Accepted to Resolved

Files

File Name	Size	Date	Uploader
textures.zip	35.7 KB	10/18/2020	frazan
ingame.png	353 KB	10/18/2020	frazan
mip0.png	23.4 KB	10/18/2020	frazan
mip1.png	5.26 KB	10/18/2020	frazan
mip2.png	1.59 KB	10/18/2020	frazan