

## Cemu - Bug #444

### Hyrule Warriors sound emulation issue

12/06/2020 04:12 AM - pegases

<b>Status:</b>	Feedback	<b>Start date:</b>	12/06/2020
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	Sound		
<b>API:</b>	OpenGL, Vulkan	<b>GPU Vendor/Model:</b>	Nvidia 1070
<b>Cemu Version:</b>	1.22.0		

#### Description

Issue is isolated to this game in my collection. All game audio is distorted with static, makes the audio sound like the speakers are blown. Issue is consistent from boot. I have tried different versions back to 1.12.0, issue is present in all versions tested. I have tried all available settings, none seemed to offer a solution. cpu recompiler mode had no effect.

Confirmed common issue by discord moderator Zalnor

version 1.22.0k + most recent hook - just updated GPU drivers to work with async shaders - fully updated game - windows 10 -

#### History

##### #1 - 12/09/2020 06:54 AM - pegases

I have been playing zelda:botw and have noticed certain sounds are garbled as well. During the Divine Beast Vah Medoh dungeon, changing the dungeon tilt will play an eagle cry sound effect, which is distorted.

##### #2 - 04/13/2021 04:29 PM - Serfrost

- Status changed from New to Resolved

##### #3 - 04/13/2021 04:33 PM - Serfrost

- Status changed from Resolved to Feedback

- Cemu Version set to 1.22.0

Accidentally Resolved the issue; needs feedback for current version.

##### #4 - 05/01/2021 09:49 AM - pegases

for version 1.22.11c, The issue seems to be unchanged in menus, but seems to be barely present during gameplay. Sound effects seem most affected at this point.

#### Files

log-hyrule warriors.txt	4.3 KB	12/06/2020	pegases
hyrule warriors.mp3	417 KB	12/06/2020	pegases