

Cemu - Bug #446

Super Mario 3D World: Music doesn't sound as it should underwater

12/14/2020 12:12 PM - EC2-Towards

Status:	New	Start date:	12/14/2020
Priority:	Normal		
Assignee:			
Category:	Sound		
API:		GPU Vendor/Model:	
Cemu Version:	1.22.0		

Description

In Super Mario 3D World, when going underwater in a level that doesn't play the beach theme, the music sounds muffled but the bass can be clearly heard in the actual console. But in Cemu, it just becomes very quiet with the music barely being heard. It still doesn't sound properly even on the latest version of Cemu, probably due to the emulation of the corresponding sound filter was never properly implemented.

History

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In Super Mario 3D World, when going underwater in a level that doesn't play the beach theme, the music sounds muffled but the bass can be clearly heard on the actual console. But on Cemu, it just becomes very quiet with the music barely able to be heard. It still doesn't sound properly even on the latest version of Cemu, probably due to the emulation of the corresponding sound filter was never properly implemented.