

Cemu - Bug #473

Mario vs Donkey Kong Tipping Stars graphics and sound bug

02/06/2021 04:48 PM - Gastari

<b>Status:</b>	New	<b>Start date:</b>	02/06/2021
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	Graphic		
<b>API:</b>	OpenGL, Vulkan	<b>GPU Vendor/Model:</b>	RTX 3090 FE
<b>Cemu Version:</b>	1.22.5d		
<b>Description</b>			
<b>Audio issues :</b>			
-The game has no BGM.			
-Sound effects are present but are way louder than they should be.			
<b>Graphical issues :</b>			
-Some sprites aren't showing, most notable example being slopes as seen bellow. This happens both with Vulkan or OpenGL.			
unknown.png			

Files

log.txt	8.19 KB	02/06/2021	Gastari
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