

## Cemu - Bug #493

### Super Mario Maker - fullscreen screen tearing (introduced in Cemu 1.22.6)

03/03/2021 09:24 PM - Cadex

<b>Status:</b>	Closed	<b>Start date:</b>	03/03/2021
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	Graphic		
<b>API:</b>	OpenGL	<b>GPU Vendor/Model:</b>	NVIDIA GTX 1070
<b>Cemu Version:</b>	1.22.7		

#### Description

Super Mario Maker has severe screen tearing (or a similar visual glitch) in fullscreen mode whenever the screen scrolls (such as when playing a level, or even scrolling through levels in Coursebot).

No graphics packs are enabled. None of the following settings had any noticeable effect on the problem: VSync on/off, "Full sync at GX2DrawDone()" on/off, VSync+Triple Buffering on/off in NVIDIA Control Panel. I have only used OpenGL.

The issue started in version 1.22.6, and it is unchanged in 1.22.7. However, it no longer occurs upon reverting to 1.22.5.

Unfortunately, I wasn't able to capture a screenshot because the effect wasn't visible when Cemu was not the foreground app (i.e. while the screenshot application had focus)

#### History

##### #1 - 03/04/2021 01:43 AM - Zalnor

This is most likely a settings issue and not a bug. I recommend using 1.22.7 and using Vulkan with its new vsync method.

If you stick with opengl you should have vsync off and only triple buffering on in Nvidia control panel. If using vulkan do not have it on in the Nvidia control panel.

##### #2 - 03/15/2021 07:13 PM - Zalnor

- Status changed from New to Closed

#### Files

log.txt	2.56 KB	03/03/2021	Cadex
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