

Cemu - Bug #525

Huge performance downgrade in Paper Mario Color Splash after 1.20

05/25/2021 10:12 PM - Tadashi

Status:	Resolved	Start date:	05/25/2021
Priority:	Normal		
Assignee:			
Category:	Compatibility		
API:	Vulkan	GPU Vendor/Model:	AMD Radeon Vega 8
Cemu Version:	1.22.13b		

Description

I used to play Paper Mario Color Splash in 1.19 last year at 1600x900 locked at 30 fps. After the 1.20 update I noticed a little downgrade and currently the game is unplayable in my system. At 1280x720 (native) the game runs at 7-10 fps. It stutters a lot as well, in the title screen for instance, when it boots I get 14 fps (Image 1), but after 30 seconds when Mario enters the screen it goes to 20 fps and even 30 sometimes (Image 2), there are no signs of shader or pipeline compilation in the meantime. In-game the fps is around 7-10 (Image 3). I find this huge downgrade really odd, specially after the awesome upgrades in pipeline compilation and in the Vulkan API, for the sake of comparison, Breath of the Wild runs locked at 30 fps. Feel free to request me some logs if needed, I don't know if this is a problem only for AMD GPU's or my system specifically. Thanks in advance.

History

#1 - 05/25/2021 11:23 PM - Zalnor

if you could go ahead and upload a log file here while the game is running, it will give us more info about the issue and your system.

#2 - 07/14/2021 11:08 PM - Exzap

- Status changed from New to Resolved

I assume this has been fixed with Cemu 1.23.1

If you still have bad performance feel free to reopen another bug report with log.txt attached

Files

Image 1.png	1.58 MB	05/25/2021	Tadashi
Image 2.png	1.64 MB	05/25/2021	Tadashi
Image 3.png	1.64 MB	05/25/2021	Tadashi