

Cemu - Bug #574

Branching in graphic pack patches is broken

10/02/2021 08:52 AM - lasyan3

Status: Closed	Start date: 10/02/2021
Priority: Normal	
Assignee:	
Category: General	
API:	GPU Vendor/Model:
Cemu Version: 1.25.5	
Description	
<p>Hi,</p> <p>Since release v1.25.5 it seems the labels in patches are broken.</p> <p>First, trying to load the graphic pack 'Materials - Drop Ratio' for Xenoblade shows an error message and the log states that 'Label_mtRand is already defined'. But it was working fine since 1.25.4 and the label is defined once for each game version (see screenshot 'loot.png')</p> <p>Second, when trying to fix my mod 'Soul Challenges - Skell restored' I realized the addresses pointed by labels are incorrect. Have a look at code.png, you see the label 'getPropAccessor' is defined for address 0x023EEFB0. But if you look at the debug.png screenshot of the debugger, you see that the address used is 0x01800200.</p> <p>Thanks.</p>	

History

#1 - 10/02/2021 08:59 PM - lasyan3

Fixed in v1.25.5b, this issue can be closed.

#2 - 10/02/2021 09:09 PM - Exzap

- Status changed from New to Closed

Files

loot.png	8.67 KB	10/02/2021	lasyan3
code.png	8.4 KB	10/02/2021	lasyan3
debug.png	33.1 KB	10/02/2021	lasyan3