

Cemu - Bug #577

Captain Toad Treasure Tracker - Coins Galore bonus stages are too bright

10/03/2021 06:31 PM - cooxie1234

Status:	New	Start date:	10/03/2021
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	OpenGL, Vulkan	GPU Vendor/Model:	Nvidia 1080 ti
Cemu Version:	1.25.5b		

Description

Graphical error only on the bonus level "Coins Galore", where the game 'adds a page' for a bonus level during the campaign.

Normal levels seem to work properly. see the level here: <https://youtu.be/coFoH5U9rq4?t=1400>. Under this specific scenario, the lighting in the level is too bright, as shown in the attached screenshot #2. (disregard the top part of the screenshot. i accidentally pasted it over the previous picture, there's no problem there). I was not able to verify if the error persists on the 'normal' version of the level 'unlimited coins galore', as i don't have access to it yet. that version of the level seen here: <https://www.youtube.com/watch?v=vXNh8kcbqzw>

I also noticed minor flickering when using the powerup on the beginning of level 15 (drop-road dash). I was unable to find a video of that being used, you can see what i mean here - <https://www.youtube.com/watch?v=SWcCOCK4Blg>

Issue present on latest game version (1.1), Both on OpenGL and Vulkan, with and without Graphics Pack activated.

Files

2.jpg	858 KB	10/03/2021	cooxie1234
1.jpg	559 KB	10/03/2021	cooxie1234