

Cemu - Bug #580

Mario Tennis: Ultra Smash

10/10/2021 06:25 PM - cooxie1234

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

Description

Could be related to bug [#517](#).

1. In the Sand Court, ball hits are supposed to leave a mark. Cemu renders it as a semi transparent rectangle. You might need a save game to access that court, I used this one for my testing: <https://gbatemp.net/threads/wii-u-save-files-compilation.427761/>
2. When two characters (on opposite sides of the court) pick up the Mega Mushroom, there's a lot of texture flicker, with enlarged charachers going completely black occasionally. Could be related to lighting caused by one of the effects in the scene.

Tested with and without graphics packs, on cemu 1.25.4 and 1.25.5b

History

#1 - 10/10/2021 06:47 PM - cooxie1234

- File tennis.jpg added

I was able to take a screenshot showing both issues in one screenshot. This is at the Clay Court.

#2 - 10/10/2021 06:56 PM - RedPill

Could be related to [#576](#)?

#3 - 12/31/2021 06:58 PM - cooxie1234

Issue still present with 1.26c, vulkan.

The more noticeable, and easier to replicate, issue, is the texture corruption with semi trasparent footprints/ball marks.

#4 - 04/28/2022 06:58 AM - cooxie1234

Issue still present with 1.27.0 experimental on Vulkan

#5 - 04/28/2022 07:04 AM - cooxie1234

Issues is on Both Vulkan and OpenGL, with and without graphics packs.

Files

tennis.jpg	1000 KB	10/10/2021	cooxie1234
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