

Cemu - Bug #15

Broken looping animations/timer

03/03/2019 06:26 AM - Darkemaste

Status: Resolved	Start date: 03/03/2019
Priority: Normal	
Assignee:	
Category: General	
API:	GPU Vendor/Model:
Cemu Version:	
Description	
Certain titles that appear to only have broken looping animations due to a timer bug.	
This includes:	
<i>Bowsers animation while in the 10 Mario Challenge and 100 Mario Challenge screen/overworld in **Super Mario Maker* (</i> https://youtu.be/qKSF5UujYVo)	
<i>The dancing animations during a splatfest in **Splatoon*, most noticeable when observing the squid sisters Callie and Marie (</i> https://youtu.be/Z2XbYa4-XCg)	

History

#1 - 03/03/2019 06:27 AM - Darkemaste

Certain titles that appear to only have broken looping animations due to a timer bug.

This includes:

- Bowsers animation while in the 10 Mario Challenge and 100 Mario Challenge screen/overworld in **Super Mario Maker** (<https://youtu.be/qKSF5UujYVo>)
- The dancing animations during a splatfest in **Splatoon**, most noticeable when observing the squid sisters Callie and Marie (<https://youtu.be/Z2XbYa4-XCg>)

#2 - 03/11/2019 09:53 PM - Exzap

- Status changed from New to Accepted

#3 - 07/04/2019 12:43 AM - Zalnor

- Category set to General

#4 - 01/13/2020 12:36 AM - Slashiee

Suspending the `nw::snd::TaskThread` thread in **Splatoon** causes the jumps in the animation to stop. The timing issue seems to be audio related. (<https://youtu.be/Bx7pOS7mu70>)

#5 - 07/31/2021 01:59 PM - Exzap

- Status changed from Accepted to Resolved

Fixed in Cemu 1.25.1