Cemu - Bug #235

MK8 Text rendering bug

12/26/2019 03:58 AM - MarioKart

Status:	Closed	**Start date:**	12/26/2019
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	OpenGL	**GPU Vendor/Model:**	MSI GTX1650 LP 4GB
Cemu Version:	1.16.0c		

Description
This bug means that characters are not outputted properly. You should display all stage names or course names in Japanese, but all texts are output in English, and, also, the name of a stage and the character added in DLC is not originally displayed normally.

History

#1 - 01/29/2020 08:39 AM - Zalnor

- Status changed from New to Closed

in game text is based off of console language and not just by what version of the game you play, you can set this in Options>console language

Files

Cemu 1.16.0c - FPS_ 59.00 [OpenGL] [NVIDIA GPU] [TitleId_ 000500002059 01Beb00] [Online/AP9IO KART 8 [JPN v64] 2019_12_26 12_56_Mariopng...
Cemu 1.16.0c - FPS_ 59.00 [OpenGL] [NVIDIA GPU] [TitleId_ 000500003005 01Beb00] [Online/AP9IO KART 8 [JPN v64] 2019_12_26 12_57_Mariopng...
Cemu 1.16.0c - FPS_ 59.00 [OpenGL] [NVIDIA GPU] [TitleId_ 000500003006 01Beb00] [Online/AP9IO KART 8 [JPN v64] 2019_12_26 12_58_Mariopng...