

## Cemu - Bug #269

### Mario Kart 8: Some sounds underwater are really quiet

02/05/2020 04:47 AM - Anonymous

<b>Status:</b>	New	<b>Start date:</b>	02/05/2020
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	Sound		
<b>API:</b>		<b>GPU Vendor/Model:</b>	AMD RX 570
<b>Cemu Version:</b>	1.22.7		
<b>Description</b>			
<p>Whenever the kart is underwater in Mario Kart 8 some sounds are really quiet, while others maintain their volume (like the music and drift sounds). You can hear the sound effects, but the volume is lower compared to the game on the real console (I believe the volume of those SFX also is lowered on the Wii U but not as much as on CEMU).</p>			
<p>Example: Game on Wii U: <a href="https://www.youtube.com/watch?v=dPm2N8Q1rhw">https://www.youtube.com/watch?v=dPm2N8Q1rhw</a> (0:27 - 0:38) Game on CEMU 1.17.0: <a href="https://www.youtube.com/watch?v=qv30qHp-3EQ&amp;feature=youtu.be">https://www.youtube.com/watch?v=qv30qHp-3EQ&amp;feature=youtu.be</a> (0:30 - 0:43)</p>			
<p>If you compare both videos starting from 0:27sec on the first and 00:30sec on the second it's easy to tell sounds like the coins and the character sounds are quieter on CEMU.</p>			
<p>PS: I also checked and my setup is configured to stereo. All sound drivers are installed too without any effects activated, also tested with HDMI audio, with and without earbuds. Same result.</p>			

#### History

##### #1 - 03/04/2021 08:30 PM - dezraj

raploz wrote:

Whenever the kart is underwater in Mario Kart 8 some sounds are really quiet, while others maintain their volume (like the music and drift sounds). You can hear the sound effects, but the volume is lower compared to the game on the real console (I believe the volume of those SFX also is lowered on the Wii U but not as much as on CEMU).

Example:

Game on Wii U: <https://www.youtube.com/watch?v=dPm2N8Q1rhw> (0:27 - 0:38)

Game on CEMU 1.17.0: <https://www.youtube.com/watch?v=qv30qHp-3EQ&feature=youtu.be> (0:30 - 0:43)

If you compare both videos starting from 0:27sec on the first and 00:30sec on the second it's easy to tell sounds like the coins and the character sounds are quieter on CEMU.

PS: I also checked and my setup is configured to stereo. All sound drivers are installed too without any effects activated, also tested with HDMI audio, with and without earbuds. Same result.

This report is from version 1.17.0e but I'm using version 1.22.7 and am still experiencing this issue with the low underwater sound effects. I'd be glad if there was any workaround for this. The sfx are important to excite the races in this game.

##### #2 - 04/11/2021 08:00 PM - Serfrost

- Cemu Version changed from 1.17.0e to 1.22.7