

## Cemu - Bug #3

### Floating-point inaccuracies in recompiler

02/23/2019 09:44 AM - Exzap

<b>Status:</b> In Progress	<b>Start date:</b> 02/23/2019
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b> Compatibility	
<b>API:</b>	<b>GPU Vendor/Model:</b>
<b>Cemu Version:</b>	
<b>Description</b>	
Cemu currently does not emulate floating-point instructions with full accuracy in recompiler mode.	
Most games are robust enough to not care but there are a few cases where it causes game breaking bugs:	
<ul style="list-style-type: none"><li>• Various softlocks in Paper Mario Color Splash</li><li>• Broken animations in SM3DW World 1-4</li><li>• Crashes in Hello Kitty Cruisers</li><li>• Broken animations in Ninja Pizza Girl</li><li>• Repeating death cutscene in The Girl and the Robot</li></ul>	
Interpreter generally has higher FP accuracy but it isn't 100% perfect either. Not all of the issues listed above are fixed by switching to interpreter.	

#### History

##### #1 - 02/26/2019 04:01 AM - Darkemaste

Other titles effected effected by this:

- Softlocks in Mario & Sonic at the Sochi 2014 Olympic Winter Games
- Softlocks in Master Reboot
- Broken animations in Soul Axiom
- Broken animations in Earthlock: Festival of Magic
- Broken animations in Poncho
- Broken animations in Lovely Planet
- Controller input not fully detected/functioning properly in Back to Bed
- Controller input not fully detected/functioning properly in Paranautical Activity
- Gamepad "touch" input not detected/functioning properly in Mutant Alien Moles of the Dead
- Broken interactions with objects in Swap Fire
- Broken Interactions with objects in 8Bit Hero

##### #2 - 03/11/2019 09:20 PM - Exzap

- Status changed from New to Accepted

##### #3 - 04/19/2019 09:22 AM - Exzap

- Status changed from Accepted to In Progress

1.15.5 will have the first set of recompiler accuracy improvements. From initial tests it seems like about half of the issues I listed are resolved.