Cemu - Bug #426

Paper Mario: Color Splash - Kiwano Temple bug, screen turns gray

10/25/2020 06:31 PM - zelric009

Status:	New	**Start date:**	10/25/2020
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	OpenGL	**GPU Vendor/Model:**	Nvidia GTX 970
Cemu Version:	1.21.4		

Description

Hi all,

I've recently been playing Paper Mario: Color Splash and it's been working great with very few issues that are easily ignored (most "transparent" surfaces like waterfalls or cloth walls that are supposed to show shadows to hint at items/goals are actually super bright and solid colored). However, I reached a part that is basically unplayable at Kiwano Temple. There is an area that doesn't load at all, the screen just goes gray, but paint splashes and dialog boxes appear as normal.

After testing with different settings and graphics packs, it looks like the issue is exclusive to OpenGL, as the issue is not present using Vulkan. All graphics packs turned off. Running CPU mode on Singlecore-Recompiler at 100000 cycles.

Compare uploaded vid to https://youtu.be/bz2K4E31zhY?t=1160

log.txt - https://pastebin.com/Bx1u8y57

System specs:

- MPG x570 Gaming Pro Carbon Wifi
- Ryzen 9 3900x
- Nvidia GTX 970
- G.Skill Trident Neo 16Gx2 3400
- EVGA Supernova 750 G5 80 Plus Gold 750w
- Windows 10 Pro 64 bit

History

#1 - 10/25/2020 06:35 PM - zelric009

Big mistake in last post - this issue has been present for **cemu v1.21.3 and v1.21.4** . I used the cemu folder to judge the version and posted 1.20.1 but it is really **v1.21.4**

#2 - 04/12/2021 12:42 AM - Serfrost

- Cemu Version changed from 1.20.1 to 1.21.4

Files

after.png	197 KB	10/25/2020	zelric009
before.png	1.01 MB	10/25/2020	zelric009
Color Splash OpenGL Kiwano Temple.mp4	4.76 MB	10/25/2020	zelric009