Cemu - Bug #431

LEGO Games (detected in several) doesn't mix music/sounds correctly

11/06/2020 05:23 PM - mamareesxata

Status:	New	**Start date:**	11/06/2020
Priority:	Normal		
Assignee:			
Category:	Sound		
API:	OpenGL	**GPU Vendor/Model:**	
Cemu Version:	1.21.4		

Description

In the LEGO games (they all seem to use the same engine) I don't think the music mixes properly with the sound effects.

If the music is left on, the sounds of picking up studs or hitting enemies are practically inaudible. Sometimes it occurs with the voice of the narrator, which is hardly heard or is heard too much.

I have only been able to try the following games, but it sure must happen with all LEGO games because they all use the same engine:

- LEGO Dimensions
- LEGO Movie
- LEGO Jurassic World

I have tried with XAudio2, DirectSound, activating and deactivating the Gamepad sound, with and without the libraries snd_user.rpl and snduser2.rpl.

Attached is a video of the start of the LEGO Movie game, where the music and the voice of the narrator are heard, but not the hitting enemies or the studs.

In the log file, which is also attached, there is the following list of unimplemented calls:

[10:20:03] Unsupported lib call: snd_core.AXSetDefaultMixerSelect
[10:20:03] Unsupported lib call: snd_core.AXSetDRCVSMode
[10:20:03] Unsupported lib call: snd_core.AXRegisterExceedCallback
[10:20:03] Unsupported lib call: snd_core.AXSetDspLoadLimit
[10:20:03] Unsupported lib call: snd_core.AXSetDeviceVolume
[10:20:03] Unsupported lib call: snd_core.AXRmtAdvancePtr
[10:20:04] Unsupported lib call: snd_core.AXSetAuxAReturnVolume
[10:20:26] Unsupported lib call: snd_core.AXSetVoiceRmtMix
[10:23:12] Unsupported lib call: snd_core.AXSetVoiceRmtOn

History

#1 - 11/06/2020 05:35 PM - mamareesxata

- File lego_movie_sound_effects.mkv added

Sorry, I forgot to attach the video.

Files

log - lego movie.txt	4.15 KB	11/06/2020	mamareesxata
lego_movie_sound_effects.mkv	3.58 MB	11/06/2020	mamareesxata