

Cemu - Bug #487

Paper Mario Color Splash - Waterfall glitch

02/22/2021 06:12 PM - DoTheL

Status:	New	Start date:	02/22/2021
Priority:	Normal		
Assignee:			
Category:	UI		
API:	OpenGL	GPU Vendor/Model:	
Cemu Version:	1.22.5D		

Description

today i was playing paper mario color splash then i came to the course lighthouse island now i had to go to the pipe the parralel world now you need to this destroy the wall and the waterfall should show up and you paint a block and progges in the game BUT, when i was playing this i broke the wall and even breaking there a tiny part of the waterfall that still showed up and also a barrier wall did not let me pass throught it and does not matter how much i resstart the game or do it i could not pass it and because of that i can't progress on the game

History

#1 - 02/22/2021 06:14 PM - DoTheL

today i was playing paper mario color splash then i came to the course lighthouse island now i had to go to the pipe the parralel world now you need to this destroy the wall and the waterfall should show up and you paint a block and progges in the game BUT, when i was playing this i broke the wall and even breaking there a tiny part of the waterfall that still showed up and also a barrier wall did not let me pass throught it and does not matter how much i resstart the game or do it i could not pass it and because of that i can't progress on the game (GPU vendor: Intel (R) HD Graphics 520, put it here because it did not let me put it on gpu vendor because its too long

#2 - 04/10/2021 02:49 PM - Serfrost

- Subject changed from Waterfall glitch to Paper Mario Color Splash - Waterfall glitch