

Cemu - Bug #532

Twilight Princess HD: Third-person aiming reticle doesn't line up with where shots land

06/19/2021 06:45 AM - Superfield

Status:	New	Start date:	06/19/2021
Priority:	Normal		
Assignee:			
Category:	UI		
API:	Vulkan	GPU Vendor/Model:	
Cemu Version:	1.23.1b		
Description <p>When using a ranged weapon in Twilight Princess HD, such as the slingshot or bow, the third-person aiming reticle doesn't show where the shots will land. The projectile will hit to the right, forcing the player to aim to the left. This gets worse the closer the target is to Link: shooting at something about 10 feet away will require you to line up the target with the far left edge of the crosshair, whereas aiming at something far away (such as the pole in Kakariko you have to hit to get a Heart Piece) will pretty much line up with the center.</p>			

History

#1 - 06/20/2021 10:37 PM - Superfield

Correction: the direction and degree to which the reticle will be off by is inconsistent. As I was playing through the Lakebed Temple, making repeated use of the Hookshot, I found that it would change from being off to the right and the left. However, it does seem to consistently fire slightly below the reticle. As much as I would like to use third person aiming, until this is fixed, I recommend anyone playing Twilight Princess HD on Cemu to just use first person.