

Cemu - Bug #57

Lego Dimensions various lighting issues

05/05/2019 02:31 PM - bloodshot

Status:	New	Start date:	05/05/2019
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:		GPU Vendor/Model:	
Cemu Version:			

Description

While playing Lego Dimensions, there seems to be a major issue with lighting. On the Wii U, it appears that there is dynamic lighting as you move around the game. On CEMU, there is just some odd shader surrounding the player at all times (See attached screenshots).

The sky also appears to have no lighting effect into the world like it does on Wii U.

With OpenGL/Unsupported API logging, the following GX2 come up as unsupported which I think could be related to the issue :

```
[13:56:39] Unsupported lib call: gx2.GX2InitSamplerFilterAdjust
[13:56:39] Unsupported lib call: gx2.GX2InitDepthBufferHiZEnable
[13:56:39] Unsupported lib call: gx2.GX2InitHiStencilInfoRegs
[13:56:39] Unsupported lib call: gx2.GX2SetTVScale
[13:56:39] Unsupported lib call: gx2.GX2SetHiStencilInfo
[13:56:39] Unsupported lib call: gx2.GX2DebugTagUserStringVA
[13:56:39] Unsupported lib call: gx2.GX2SetAlphaToMask
[13:56:39] Unsupported lib call: gx2.GX2SetTessellation
[13:56:39] Unsupported lib call: gx2.GX2SetMaxTessellationLevel
[13:56:39] Unsupported lib call: gx2.GX2SetMinTessellationLevel
[13:56:39] Unsupported lib call: gx2.GX2DebugTagUserString
[13:56:39] Unsupported lib call: gx2.GX2SetAAMode
[13:56:39] Unsupported lib call: gx2.GX2SetTVEnable
[13:56:39] Unsupported lib call: gx2.GX2SetDRCEnable
[13:56:39] Unsupported lib call: gx2.GX2SetClearDepth
[13:56:39] Unsupported lib call: gx2.GX2SetClearStencil
[13:56:42] Unsupported lib call: gx2.GX2SetLineWidth
[13:58:02] Unsupported lib call: gx2.GX2ExpandDepthBuffer
```

The debug log was from CEMU 1.15.5c as I could not get logging to work properly in latest. (The latest version did not let me change CPU to interpreter)

Files

File Name	Size	Date	Author
test2_without_hack.png	851 KB	05/05/2019	bloodshot
ld_lighting_issue2.png	1.82 MB	05/05/2019	bloodshot
log.txt	8.76 KB	05/05/2019	bloodshot