

Cemu - Bug #692

paper mario color splash invisible cutouts

05/16/2024 07:02 AM - danie

Status:	New	Start date:	05/16/2024
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	OpenGL	GPU Vendor/Model:	Radeon HD 7870
Cemu Version:	2.0-28		

Description

So I loaded up paper mario color splash and cutouts work but they are invisible. On my wiiu you can see a rainbow background and 2d mario on a stage but on cemu all you see is the normal render. some info:

CPU: AMD Ryzen 7 3700X

GPU: Radeon HD 7870 GHz Edition

os: arch linux

install type: appimage

version: 2.0-28

another note: no errors in the log file other than one render error every cutout