

Cemu - Bug #136

Random crash still in ninja gaiden 3

07/13/2019 06:24 AM - Leo-emulator

Status:	New	Start date:	07/13/2019
Priority:	Normal		
Assignee:			
Category:	Compatibility		
API:	OpenGL	GPU Vendor/Model:	
Cemu Version:			
Description			
Ninja gaiden 3: Random crash is very frequent this is a problem long existed, has not yet been solved.hope the team can fix the issue ASAP. thanks a lot			

History

#1 - 07/13/2019 06:27 AM - Leo-emulator

and some corrupted textures is not fixed

#2 - 07/15/2019 03:12 AM - Zalnor

- *Category set to Compatibility*

#3 - 07/18/2019 07:44 AM - Leo-emulator

texture corruption issue in GX2CopySurface,and can not working in Triple-core mode