

## Cemu - Bug #137

### Crash during shader compilation since 1.15.08 onwards

07/13/2019 11:56 AM - abs1nth

<b>Status:</b>	Closed	<b>Start date:</b>	07/13/2019
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	Compatibility		
<b>API:</b>	OpenGL	<b>GPU Vendor/Model:</b>	
<b>Cemu Version:</b>			
<b>Description</b>			
When I start BotW on 1.15.08 (1.15.09 & 1.15.10 as well) I crash during the shader compilation.			
Removing the transferable shader, I also got a crash ingame when performing the power attack with the Knight's Claymore, the one that smashes on the ground. That shader seems to be what causes this crash.			
1.15.07 still works fine for me as well as all the previous versions I used.			

### History

#### #1 - 07/13/2019 12:08 PM - Exzap

- Status changed from New to Closed

This can be fixed by enabling the AMD crash workaround graphic pack

### Files

log.txt	4.9 KB	07/13/2019	abs1nth
log.txt	8.82 KB	07/13/2019	abs1nth