

Cemu - Bug #168

Hyrule Warriors - Freeze After First Mission

08/16/2019 03:52 PM - JMC4789

Status:	Closed	Start date:	08/16/2019
Priority:	Normal		
Assignee:			
Category:	Compatibility		
API:	OpenGL	GPU Vendor/Model:	NVIDIA GTX 1070
Cemu Version:	1.15.11c		
Description			
Game Name			
Hyrule Warriors - BWPE01			
Issue Description			
<p>When playing Hyrule Warriors in Cemu, the game appears to freeze after the first mission consistently in the latest builds. I tried running through it three times between builds 1.15.08 and 1.15.11c. I was using Single Core Recompiler on all runs and have not modified any other settings.</p> <p>The freeze occurs when you complete the first mission. A cutscene will start playing where Impa rescues Link and gives him the standard green garb of the series. As soon as the cutscene fades, the game will freeze.</p>			
Full Computer Specifications			
Windows 10 Intel Core i7-6700K NVIDIA GTX 1070			
Additional Details			
<p>While I haven't found this exact issue reported anywhere, I did see that <i>random</i> crashes between levels were noticed by testers on the wiki. This, however, does not appear to be random.</p>			

History

#1 - 08/18/2019 11:41 AM - JMC4789

After updating the game to the latest version, the game no longer hangs.

So I guess the issue could be updated to say

"Hyrule Warriors: Version 1.0 Freezes after fist mission."

#2 - 04/11/2020 06:07 AM - Zalnor

- Status changed from New to Closed

Cemu only tries to support the latest versions of games.