

Cemu - Bug #191

Super Mario Maker crashes when choosing Castle in NSMBU style (Cemu 1.15.14)

09/14/2019 03:19 AM - windyboy1704

Status: Closed	Start date: 09/14/2019
Priority: Normal	
Assignee:	
Category: General	
API: OpenGL	GPU Vendor/Model:
Cemu Version: 1.15.14	
Description Happens on Cemu 1.15.14. Other styles are normal.	

History

#1 - 09/20/2019 06:38 PM - Exzap

I can't replicate the crash. Can you upload log.txt?

#2 - 10/26/2019 02:07 AM - windyboy1704

Exzap wrote:

I can't replicate the crash. Can you upload log.txt?

Sorry for late reply, but the problem is fixed in 1.15.17 now.

#3 - 10/26/2019 03:04 AM - Exzap

- Status changed from New to Closed