

## Cemu - Bug #211

### Phineas and Ferb hitbox detection

11/23/2019 10:36 PM - Reziarfg

<b>Status:</b>	New	<b>Start date:</b>	11/23/2019
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	Compatibility		
<b>API:</b>	OpenGL	<b>GPU Vendor/Model:</b>	NVidia
<b>Cemu Version:</b>	1.15.19		
<b>Description</b>			
In "Phineas and Ferb: Quest for Cool Stuff" since at least version 1.9.1 (present on current version 1.15.19) when jumping on the heads of enemies, they do not die even though they are meant to. Was able to test this working on 1.7.0d. Same behavior on different hardware (Nvidia and Intel integrated. Intel and AMD CPUs).			

#### Files

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ExampleP&F_s.gif	4.97 MB	11/23/2019	Reziarfg
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