

Cemu - Bug #278

Zelda Wind Waker HD Constant Crash

02/22/2020 05:23 PM - Allexio

Status:	Closed	Start date:	02/22/2020
Priority:	Normal		
Assignee:			
Category:	Compatibility		
API:	OpenGL, Vulkan	GPU Vendor/Model:	Nvidia GTX1080ti
Cemu Version:	1.17.2		
Description			
Hi, Zelda WW HD is unbeatable right now (CEMU 1.17.2) because when you get to the top of Ganon's Tower and try and open the door, the game consistently crashes. Tried with vulkan, openGL, different compiler modes, disabling all graphics packs... nothing worked. Hope you can fix this, thanks :)			

History

#1 - 02/22/2020 05:25 PM - Crementif

Can you please provide the save file so that others would be able to test this? You can right-click the game in your Cemu's game list and open the save directory. Just zip the 800000XX folder up and upload it here.

#2 - 02/24/2020 04:45 PM - Crementif

- File 80000001.rar added

#3 - 02/29/2020 08:47 PM - Hapz

Allexio wrote:

Hi,
Zelda WW HD is unbeatable right now (CEMU 1.17.2) because when you get to the top of Ganon's Tower and try and open the door, the game consistently crashes.
Tried with vulkan, openGL, different compiler modes, disabling all graphics packs... nothing worked.
Hope you can fix this, thanks :)

Having the same issue

#4 - 02/29/2020 09:15 PM - Exzap

- Status changed from New to Closed

This issue has been fixed in 1.17.3 for both the OpenGL and Vulkan renderer

#5 - 02/29/2020 09:38 PM - Hapz

I am on 1.17.2

Files

log_20200222_1201720.txt	8.6 KB	02/22/2020	Allexio
crash_20200222_1201720.dmp	505 KB	02/22/2020	Allexio
80000001.rar	73.8 KB	02/24/2020	Crementif