

Cemu - Bug #318

Kirby and the Rainbow Curse Regression

04/21/2020 04:08 AM - Peduls

<b>Status:</b>	Resolved	<b>Start date:</b>	04/21/2020
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	General		
<b>API:</b>	OpenGL, Vulkan	<b>GPU Vendor/Model:</b>	GeForce GTX 1070
<b>Cemu Version:</b>	1.18.1		
<b>Description</b> <p>The game runs and looks fine until you enter the first door in the first level. It just hangs on a black screen forever with the music still playing. Also happens when attempting to leave the level via the pause screen. No graphic packs used and the issue is present in OpenGL and Vulkan. This issue is not present in 1.18.0 and first appeared in 1.18.1.</p>			

History

#1 - 05/15/2020 07:56 PM - Peduls

This was fixed as of 1.19.0d

#2 - 04/10/2021 06:03 PM - Serfrost

- Status changed from New to Resolved

Files

log.txt	2.66 KB	04/21/2020	Peduls
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