

Cemu - Bug #347

Fatal Frame: Maiden of Black Water crashes on the 10nth drop

05/25/2020 02:04 AM - Crementif

Status: Resolved	Start date: 05/25/2020
Priority: Normal	
Assignee:	
Category: Compatibility	
API:	GPU Vendor/Model:
Cemu Version:	
Description	
Problem: The game currently crashes (confirmed by three people) somewhere in the 10nth drop, after some previous drops have been fixed, preventing full completion. Seems to be the case for US, EU and Japanese copies.	
How to replicate: You should be able to replicate it by using the provided save file (which is somewhere in the middle of the 10nth drop), going up the stairs and then after taking the room that's the first to your right, it'll crash there somewhere. If a video is needed, this video from a few years back also crashes in the same spot and seems to use the same save point.	
Let me know whether additional testing/help is needed, a lot of people seem to want to play this game and help to fix this issue. PS. It seems like the link register after it crashes is always the same. It might give a clue where it crashes in the game's code. I've attached two crash logs to maybe help with this.	

History

#1 - 05/25/2020 04:22 PM - Crementif

- File FatalFrameProjectZero_CrashFix.zip added

Actually found out that you can just nop out the instruction where it crashes, which normally writes a byte to what I'm guessing is a bad location. I've included the workaround graphic pack since it might help.

#2 - 04/13/2021 04:38 PM - Serfrost

- Status changed from New to Accepted

#3 - 07/30/2021 02:41 PM - Exzap

- Status changed from Accepted to Resolved

Files

savedata.dat	64 KB	05/25/2020	Crementif
log - 2020-05-25T034059.121.txt	7.11 KB	05/25/2020	Crementif
log - 2020-05-25T033957.922.txt	8.59 KB	05/25/2020	Crementif
FatalFrameProjectZero_CrashFix.zip	820 Bytes	05/25/2020	Crementif