

Cemu - Bug #355

Games that cause Cemu to crash immediately on boot.

05/31/2020 10:44 PM - Dime333

Status: Accepted	Start date: 06/01/2020
Priority: Normal	
Assignee:	
Category: Compatibility	
API: OpenGL, Vulkan	GPU Vendor/Model: NVIDIA GTX 1060
Cemu Version: 1.19.1b	
Description PAC-Man and the Ghostly Adventures (Last working version: 1.13.2) PAC-Man and the Ghostly Adventures 2 (Last working version: 1.13.2) Puddle Scram Kitty and his Buddy on Rails The Amazing Spider-Man (Boots with 1.17.0) The Peanuts Movie - Snoopy's Grand Adventures	

History

#1 - 05/31/2020 10:55 PM - Dime333

- File *Pac-Man.txt* added
- File *Pac-Man2.txt* added
- File *Peanuts.txt* added
- File *Puddle.txt* added
- File *Scram.txt* added

Update: The amazing Spider-Man started booting again in 1.19.1b after I had tested it with older versions. Not sure what's going on there.

#2 - 04/11/2021 08:55 PM - Serfrost

- Status changed from *New* to *Closed*

#3 - 04/11/2021 08:56 PM - Serfrost

- Status changed from *Closed* to *Accepted*

I suppose this should be left open, but ideally Issue Reports should have separate tickets per game.

Files

File Name	Size	Date	Author
Pac-Man.txt	5.25 KB	05/31/2020	Dime333
Pac-Man2.txt	5.27 KB	05/31/2020	Dime333
Peanuts.txt	5.43 KB	05/31/2020	Dime333
Puddle.txt	4.44 KB	05/31/2020	Dime333
Scram.txt	17 KB	05/31/2020	Dime333