

Cemu - Bug #364

cemu 1.19.1 possible crash if disable async shaders on vulkan nvidia 443.15 in Zelda botw

06/03/2020 08:02 PM - Jonny

Status: Closed	Start date: 06/03/2020
Priority: Normal	
Assignee:	
Category:	
API: Vulkan	GPU Vendor/Model:
Cemu Version:	
Description cemu 1.19.1 also possible crash if disable async shaders on vulkan nvidia 443.15 in Zelda botw.	

History

#1 - 06/03/2020 09:16 PM - Zainor

- Status changed from New to Closed

Closed due to lack of info. If the game crashes just because async shader compilation is disabled it is most likely not related to async at all.

Please thoroughly test crashes and bugs before submitting them.