# Cemu - Bug #394

## Super Smash Bros. Wii U - Smash Tour crashing

08/05/2020 12:06 PM - Polaris

| Status: | Resolved | Start date: | 08/05/2020 |
|---|---|---|---|
| Priority: | Normal | | |
| Assignee: | | | |
| Category: | | | |
| API: | OpenGL, Vulkan | GPU Vendor/Model: | |
| Cemu Version: | | | |
| **Description** | | | |
| Game crashes when trying to choose a Mii for Smash Tour. | | | |

## History

**#1 - 04/11/2021 11:46 PM - Serfrost**

*- Subject changed from Super Mario Brothers WIi U to Super Smash Bros. Wii U - Smash Tour crashing*

*- Status changed from New to Resolved*

Either related to ST crashing in the past or because the user doesn't have the required Mii data; in either case I could not reproduce this issue on 1.22.10

## Files

| log.txt | 7.15 KB | 08/05/2020 | Polaris |
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