

Cemu - Bug #409

Breath of the Wild crashes randomly during explosions

09/01/2020 02:08 AM - Ender3Guy

Status: Closed	Start date: 09/01/2020
Priority: Normal	
Assignee:	
Category: Compatibility	
API: OpenGL	GPU Vendor/Model: Nvidia RTX 2060
Cemu Version: 1.21.0	
Description CEMU version: 1.21.0 API: OpenGL CPU: Intel i5-10600K GPU: RTX 2060 RAM: 16GB, 3200Mhz Cemu randomly crashes upon spamming bomb arrows in Breath of the Wild. The best way to reproduce this is to equip a 3-shot bow and spam bomb arrows (ideally in an area with TNT present). I've found that it usually takes 10 to 15 shots to crash CEMU, with or without graphics packs enabled. Note that setting off bomb arrows one by one will not cause a crash. Full Sync at GX2DrawDone is enabled, so that can't be the problem here. Log.txt has been attached.	

History

#1 - 01/01/2021 10:48 PM - Exzap

- Status changed from New to Closed

Fixed as of 1.22.3b

Files

log.txt	459 KB	09/01/2020	Ender3Guy
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