

Cemu - Bug #454

New Super Mario Bros U + New Super Luigi U crash when trying to play Boost Mode

01/05/2021 03:15 PM - tabandroidjava@gmail.com

Status:	Closed	Start date:	01/05/2021
Priority:	Normal		
Assignee:			
Category:	Compatibility		
API:	OpenGL	GPU Vendor/Model:	Nvidia GT630
Cemu Version:	1.22.3b		
Description			
<ul style="list-style-type: none">Specs: Windows 10 Pro 1909 64bit, cpu Q6600, Nvidia Gigabyte GT630 fermi, Ram 4GB DDR3 1224 Dual mode, mainboard Asus P5G41T-MLX, SSD.			
I can play very well the whole gameplay (New Super Mario...) but except this bug.			
<ul style="list-style-type: none">Reproduce steps: Open CEMU > click the game title "New super mario..." > About spotpass... > OK > Active spotpass... > OK > Spotpass has been active > OK > Welcome screen > Press button A > CHOOSE BOOST RUSH > WiiU Pro (I use Xbox One S controller) > 1 player > choose Mario > OK > Easy > Start > The game show the next screen in about 3 seconds and CRASH (CEMU is exit) End reproduce.			

History

#1 - 04/02/2021 09:49 AM - Exzap

- Status changed from New to Closed

The boost mode requires the Mii system files from the original console. Since those files are copyrighted we can't bundle them with Cemu. They can however be dumped with (e.g. <https://cemu.cfw.guide/dumping-games>) and used by Cemu which makes it possible to play this mode.