Cemu - Bug #627

Skylanders drop reset

03/14/2022 08:51 PM - Anonymous

Status:	New	**Start date:**	03/14/2022
Priority:	Normal		
Assignee:			
Category:	General		
API:	Vulkan	**GPU Vendor/Model:**	nvidia geforce 3070
Cemu Version:	1.26.2f		

Description

whenever there is a large drop in any Skylanders game where you progress in the level you get respawned back up the drop instead of following through with the fall it does work sometimes and I have seen it work normally when tabbing out at the right time/ spamming the windows button. but this might have been pure luck. This game is potentially game breaking because some people might not be able to progress further in the level. it actually also happens on the first level when you talk to a caged person and you fall through the leaves.

History

#1 - 03/14/2022 09:34 PM - Anonymous

- File Cemu_1.25.6 2022.03.14 - 22.27.24.13.DVR_Trim_Trim.mp4 added

the bug actually makes the fire viper boss fight impossible because it respawns you outside of the viper

Files

Cemu_1.25.6 2022.03.14 - 21.11.01.12.DVR_Trim.mp4	3.64 MB	03/14/2022		Anonymous
Cemu_1.25.6 2022.03.14 - 22.27.24.13.DVR_Trim_Trim.mp4	3.9 MB	03/14/2022		Anonymous