

## Cemu - Bug #629

### Mario Tennis: Ultra Smash crash at main menu

03/24/2022 08:39 AM - hexaae

<b>Status:</b>	Closed	<b>Start date:</b>	03/24/2022
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	General		
<b>API:</b>	OpenGL, Vulkan	<b>GPU Vendor/Model:</b>	GTX 1070 8GB
<b>Cemu Version:</b>	1.26.2f		
<b>Description</b>			
Moving around in main menu (after you press button A, those animated tiles...) makes CEMU frequently crash. It's 100% reproducible for me just moving around between animated tiles for 10-30secs.			
Tested with: OGL and VK, no cemuhook.dll installed, tried CPU single, multi, auto, online account=off. Crash dump: <a href="https://1drv.ms/u/s!ApMUGr0cuN39gokP53_3hPKisyadQQ?e=3MJFH8">https://1drv.ms/u/s!ApMUGr0cuN39gokP53_3hPKisyadQQ?e=3MJFH8</a>			
Gaming laptop ASUS GL703GS, Win 10, i7-8750H (6+6 cores), NVidia 1070 8GB, 32GB RAM, 1920x1080 144Hz G-Sync laptop screen, NVMe + SSD			

#### History

##### #1 - 03/24/2022 08:56 AM - Exzap

- Status changed from New to In Progress

This is caused by a bug in the new video decoder. The next Cemu release should have a fix for this.  
As a workaround you can use Cemuhook's H264 decoder for now.

##### #2 - 03/24/2022 09:07 AM - hexaae

Thank you for quick reply.  
I just tried with cemuhook.dll and keystone.dll in CEMU.exe dir, but doesn't fix this game.  
No prob anyway: I'll wait for the next CEMU build.

##### #3 - 03/24/2022 09:32 AM - Exzap

You have to turn it on in the menu under debug -> Use Cemuhook H264

##### #4 - 03/24/2022 07:55 PM - hexaae

Thanks! Wasn't specified on Cemu hook installation instructions.

##### #5 - 04/28/2022 06:57 AM - cooxie1234

- File mainmenu.jpg added

Issue still present on experimental 1.27.0  
There are also some artifacts in the main menu with demuhook H264 disabled. See the edges in attached screenshot.

unrelated - Bug [#580](#) still present on experimental 1.27.0

##### #6 - 04/28/2022 08:01 AM - hexaae

I can confirm it's still present in 1.27.0 Exp.

##### #7 - 04/28/2022 10:25 AM - Exzap

Enable debug -> accurate barriers and let me know if that fixes the artifacts

##### #8 - 04/28/2022 06:31 PM - cooxie1234

Exzap wrote:

Enable debug -> accurate barriers and let me know if that fixes the artifacts

Yes. Fixes the artifacts.

**#9 - 04/29/2022 09:50 AM - hexaae**

After I ran it twice (it still crashed first time, maybe a caches thing...) it's now working fine with 1.27.0b and doesn't crash anymore at the tiles menu.

**#10 - 05/21/2022 01:00 PM - hexaae**

Still a bit buggy though: sometimes Tiles animation get stuck until you change tile.

**#11 - 06/12/2022 08:02 PM - hexaae**

Fixed with 1.27.1.

**#12 - 06/12/2022 09:12 PM - Exzap**

- *Status changed from In Progress to Closed*

**Files**

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mainmenu.jpg	669 KB	04/28/2022	cooxie1234
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