

## Cemu - Bug #670

### Breath of the wild crashes on bomb shrine (with randomizer on)

01/05/2023 03:03 AM - CutieMonica

<b>Status:</b>	New	<b>Start date:</b>	01/05/2023
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	General		
<b>API:</b>	OpenGL, Vulkan	<b>GPU Vendor/Model:</b>	GTX 1050 ti
<b>Cemu Version:</b>	1.26.2f		
<b>Description</b>			
Tested on both my normal PC, and steam deck, Both crash on oman au right after removing the first metal board with magnesis, not sure why the crash happens, my logs never seem to change, I think its something to do with water or reflections as its only once the water is on screen that it actually crashes, but turning off reflections does nothing.			

#### Files

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log.txt	5.82 KB	01/05/2023	CutieMonica
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