

Cemu - Bug #71

DuckTales: Remastered not booting since 1.15.4

05/24/2019 02:45 AM - theboy181

Status:	Closed	Start date:	05/24/2019
Priority:	Normal		
Assignee:			
Category:	Compatibility		
API:		GPU Vendor/Model:	
Cemu Version:			
Description			
Game will crash after the Capcom logo is displayed in any CEMU after 1.15.3 (works in 1.15.3)			

History

#1 - 05/25/2019 07:29 PM - theboy181

was noted that this seems to be caused by CEMU's h264 implementation, and the game works when you use CEMUhooks version.

#2 - 06/14/2019 09:22 PM - Exzap

- Status changed from New to Closed

Fixed in 1.15.9