

## Cemu - Bug #183

### The Legend of Zelda Breath of the Wild doesn't start anymore with Cemu 1.15.13b

08/30/2019 08:10 PM - Cemmer76

<b>Status:</b>	Closed	<b>Start date:</b>	08/30/2019
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	Compatibility		
<b>API:</b>	OpenGL	<b>GPU Vendor/Model:</b>	Nvidia GTX 1060 3gb
<b>Cemu Version:</b>	1.15.13b		
<b>Description</b>			
<p>As reported in the subject, The Legend of Zelda Breath of the Wild doesn't start anymore on my system using Cemu 1.15.13b: when I launch the game the emulator window shows for a little while the first loading screen, but then Cemu crashes to desktop. Game starts perfectly on Cemu 1.15.12b (same settings) so there must be something wrong with the new version.</p> <p>My spec: Intel i7 7700 Gtx 1060 3gb Win10</p> <p>P.S. I'm using Cemuhook 0.5.7.3</p>			

#### History

#1 - 08/30/2019 08:22 PM - Cemmer76

- File log.txt added

#2 - 08/31/2019 08:18 AM - Cemmer76

Issue fixed by 1.15.13c, thanks

#3 - 08/31/2019 08:20 AM - Zalnor

- Category changed from General to Compatibility

- Status changed from New to Closed

#### Files

log.txt	6.86 KB	08/30/2019	Cemmer76
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