

Cemu - Bug #234

Cemu doesn't update game time if the emulator crashes

12/22/2019 11:03 AM - Fs00

Status: Resolved	Start date: 12/22/2019
Priority: Normal	
Assignee:	
Category: General	
API:	GPU Vendor/Model:
Cemu Version: 1.16.0c	
Description As the title says, game time is not updated when the emulator crashes. Since Cemu can intercept fatal errors to create a crash log, it could update the time played just before creating the log.	

History

#1 - 01/29/2020 08:41 AM - Zalnor

- Status changed from New to Resolved

Cemu saves game time every few min. So this shouldn't be an issue anymore.