Cemu - Bug #264

Bayonetta 2 cutscenes do not match with the audio. Introduction chapter crashes every time.

01/29/2020 01:05 AM - GhostX

Status:	New		**Start date:**	01/28/2020
Priority:	Normal			
Assignee:				
Category:	General			
API:	OpenGL		**GPU Vendor/Model:**	Nvidia 1060
Cemu Version:	1.17.0d			

Description

I have been playing Bayonetta 2 for the past month and I have noticed several bugs that you may want to take a look at:

1. While there are no particular issues for the overall performance of the game, it is incredibly difficult to play the Introduction chapter. Cemu just keeps crashing and crashing, forcing you to restart the emulator several times (in my case, around 20-25 times) in order to complete this part and continue with the rest of the game. The experience of playing this very first part of the game was really painful.

2. I have completed more than half of the game and there has not been a single cutscene that matches the video and subtitles with the audio. This may not be a catastrofic bug but it is very annoying to watch the cutscenes in this flawed format. It takes away the joy of discovering a new story and lowers the experience of the game.

History

#1 - 01/29/2020 01:18 AM - GhostX

Technical aspects:
Acer Predator G3-572
Nvidia 1060
32 GB RAM
512 GB SSD, 1024 GB HDD
Windows 10 x64