Cemu - Bug #438

Wind Waker HD Freezing on launch after 1.22.0k update.

11/26/2020 07:56 AM - ShardTheBroken

Status:	Closed	**Start date:**	11/26/2020
Priority:	Normal		
Assignee:			
Category:	Compatibility		
API:	OpenGL, Vulkan	**GPU Vendor/Model:**	AMD R9 390
Cemu Version:	1.22.0k		

Description

After updating to version 1.22.0k, The Legend of Zelda Wind Waker HD no longer runs and freezes with a grey screen after loading the cached shaders. It just gets stuck "loading..." but CEmu is still responsive. I have tried both OpenGL and Vulkan but they both have the same issue. I tried downloading version 1.21.5 and it works perfectly with that version so it appears some change brought in 1.22.0k is causing the issue.

History

#1 - 11/26/2020 07:57 AM - ShardTheBroken

- File CEmu.png added

#2 - 11/26/2020 08:05 AM - Zalnor

It will work fine on Multi-Core Recompiler mode, the freeze only happens on Single core Recompiler.
If it is still freezing with Multi-Core Recompiler set then the problem is most likely specific to your system.

#3 - 11/27/2020 01:05 PM - ShardTheBroken

Zalnor wrote:

> It will work fine on Multi-Core Recompiler mode, the freeze only happens on Single core Recompiler.
> If it is still freezing with Multi-Core Recompiler set then the problem is most likely specific to your system.

That worked perfectly, thank you very much for your help. Do I need to do anything to close this issue?

#4 - 04/02/2021 09:14 AM - Exzap

- Status changed from New to Closed

Closing this since it's now also working with single-core recompiler (fixed in Cemu 1.22.8)

Files

CEmu.png	1.73 MB	11/26/2020	ShardTheBroken