Cemu - Bug #45

Paper Mario Color Splash - always crashes when using megaphone Thing

04/19/2019 03:31 PM - Reeces_Pieces

Status:	Accepted	**Start date:**	04/19/2019
Priority:	Normal		
Assignee:			
Category:	Compatibility		
API:		**GPU Vendor/Model:**	
Cemu Version:			

Description

I have been stuck in Paper Mario Color splash ever since 1.12.2. I'm at the part in the 5th chapter where I have just gotten the megaphone Thing. Whenever I try to use the megaphone Thing in battle or at the Museum Cemu crashes every single time. This is definitely a hardware specific issue because other people have said it doesn't happen to them, and it has been a problem for me both on Windows 7 and after a clean install of Windows 10. My log file running on Windows 10 is attached.

And here's where I first posted about this issue back when I was on Windows 7. It also has a link to my savegame for testing.
https://www.reddit.com/r/cemu/comments/9t3xmc/paper_mario_color_splash_crash_when_using/

History

#1 - 06/28/2019 09:53 PM - Exzap

- Status changed from New to Accepted

#2 - 07/04/2019 12:40 AM - Zalnor

- Category changed from General to Compatibility

Files

log.txt	5.59 KB	04/19/2019	Reeces_Pieces