

Cemu - Bug #500

Sharo Lun Shrine crashes the game. Zelda BOTW

03/15/2021 05:06 PM - Fivegaby

Status:	Closed	Start date:	03/15/2021
Priority:	Normal		
Assignee:			
Category:	Compatibility		
API:	Vulkan	GPU Vendor/Model:	GTX 1060 6gb
Cemu Version:	1.22.8		
Description			
Right after you jump on the first cube the game crashes. 60 or 30 fps lock doesn't help			

History

#1 - 03/15/2021 05:12 PM - Exzap

Please upload log.txt from Cemu folder after it crashes

#2 - 03/15/2021 05:18 PM - Fivegaby

this is a problem for opengl too

#3 - 03/15/2021 05:19 PM - Fivegaby

- File log.txt added

Exzap wrote:

Please upload log.txt from Cemu folder after it crashes

#4 - 03/15/2021 05:21 PM - Exzap

The log is empty since you restarted Cemu. Post log.txt right after it crashes, do not restart Cemu or it will clear the log

#5 - 03/15/2021 05:35 PM - Fivegaby

It seems that it was a problem with the graphic packs. I disabled all of them and completed the shrine. I wanted to replicate the bug so that I could post the log file but I couldn't because it resetted my settings. I'll fiddle with it a bit more and keep you updated if I manage to get a crash again. Sorry for that rookie mistake with the log file :)

#6 - 03/15/2021 05:45 PM - Fivegaby

I found the problem. Under the Draw Distance [#2](#) graphics pack the trees bushes landscape and other objects settings options causes these crashes in that shrine if it is set to low(0.75x).

#7 - 03/15/2021 05:48 PM - Fivegaby

- File log.txt added

#8 - 03/15/2021 06:59 PM - Zalnor

- Status changed from New to Closed

Closed: Next time please do proper testing to assure it is a Cemu bug and not caused by Graphics Packs, broken game files, bad/outdated drivers, or any third party programs.

To report a Graphics Pack bug please do so here. https://github.com/ActualMandM/cemu_graphic_packs/issues/new/choose

Files

log.txt	285 Bytes	03/15/2021	Fivegaby
log.txt	14.9 KB	03/15/2021	Fivegaby