

## Cemu - Bug #502

### Crashing cemu Zelda BOTW

03/25/2021 05:37 PM - TomaTo

<b>Status:</b>	Closed	<b>Start date:</b>	03/25/2021
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	General		
<b>API:</b>	Vulkan	<b>GPU Vendor/Model:</b>	GTX 1660 6MB
<b>Cemu Version:</b>	1.22.6		
<b>Description</b>			
In the scene of the master revalue after killing the boss as shown in the video <a href="https://www.youtube.com/watch?v=67zUl3oPbdk">https://www.youtube.com/watch?v=67zUl3oPbdk</a> in 2:43sec, the game closes automatically. Apparently, the fps drop to 120 to 60 and then crash.			

#### History

#1 - 03/25/2021 07:37 PM - Zalnor

- Status changed from New to Closed

That is a bug in the game engine and not Cemu, if you limit the FPS to 60 or less it will not crash. Remember BOTW is a game made for 30fps and anything above that is considered a hack.