# Cemu - Bug #504

## wii u menu on cemu crashes

04/03/2021 01:37 AM - fafridi12345678@gmail.com

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| **Status:** | Closed | | **Start date:** | 04/03/2021 |
| **Priority:** | Normal | | | |
| **Assignee:** | | | | |
| **Category:** | General | | | |
| **API:** | Vulkan | | **GPU Vendor/Model:** | |
| **Cemu Version:** | 1.22.9d | | | |

| **Description** |
|---|
| when I launch the Wii u menu, and accept the terms, it freezes and crashes. Can anyone fix this |

## History

**#1 - 04/03/2021 01:40 AM - Zalnor**

*- Status changed from New to Closed*

Wii u menu only works in cemu if you turn off online mode.
Before making future bug reports please go through troubleshooting and ask about your issue in the Cemu discord.

**#2 - 04/03/2021 02:37 AM - fafridi12345678@gmail.com**

But I have online mode disabled

**#3 - 04/03/2021 09:16 AM - Exzap**

Probably crashes due to missing system files. When running any of the system titles you should dump the entire mlc from a console and copy it into Cemu's mlc folder.

**#4 - 04/05/2021 08:05 PM - fafridi12345678@gmail.com**

I found another thing that says Wii U HOME Menu, I opened and it doesn't crash, but it gets stuck on loading. Also can I share you a crashdump because I have one

**#5 - 04/05/2021 08:27 PM - Zalnor**

Wii u menu works fine on cemu as long as online mode is off, if it's still crashing you are missing system files needed for it, as for the 2nd wii u home menu that is the "home menu" that pops up when you hit the home button in games, it has never worked in cemu.

**#6 - 04/17/2021 10:04 PM - fafridi12345678@gmail.com**

*- File log.txt added*

**#7 - 04/17/2021 10:04 PM - fafridi12345678@gmail.com**

*- File log.txt added*

here is a log file that was recently generated so you can find whats going on

**#8 - 04/18/2021 10:57 PM - Serfrost**

*- File deleted (log.txt)*

**#9 - 05/07/2021 09:42 PM - fafridi12345678@gmail.com**

Zalnor wrote:

> Wii u menu works fine on cemu as long as the online mode is off, if it's still crashing you are missing system files needed for it, as for the 2nd wii u home menu that is the "home menu" that pops up when you hit the home button in games, it has never worked in cemu.

After looking closely at the log file, I have confirmed that the system files are actually missing. Here was the text that I found in the log, [14:35:25] Update path: \usr\title\0005001e\10049100\ (not present)
[14:35:25] AOC path:   \usr\title\0005001c\10049100\ (not present)
[14:35:25] Save path:  \usr\save\00050010\10049100\user\ (not present)

**#10 - 05/08/2021 10:11 AM - Serfrost**

Those aren't system files. The menu does not have an update, the menu does not use DLC (aoc), and the menu does not create save files.

You are likely missing some system data that isn't going to be shown to you in the Log.txt; you simply need to dump your Wii U's MLC Nand and then combine that into Cemu's MLC.

However, **doing this is pointless for now** as we don't have support for the Menu in a variety of ways yet.

## Files

| log.txt | 10.2 KB | 04/17/2021 | fafridi12345678@gmail.com |
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