

Cemu - Bug #518

Paper Mario Color Splash - Crash when loading a new area

05/10/2021 01:30 PM - Italian__Guy

Status:	New	Start date:	05/10/2021
Priority:	Normal		
Assignee:			
Category:	General		
API:	Vulkan	GPU Vendor/Model:	GTX 1060 6GB
Cemu Version:	1.22.12		

Description

I've been playing Paper Mario Color Splash and I've noticed that sometimes cemu just crashes when I enter a new area. This happened at the cave at Bloo Bay Beach, at the entrance pipe of Indigo Underground, at the museum door in Port Prism and when crossing the bridge of Crimson Tower. I've re-dumped the game but it still crashes. I suppose it's a problem with the shaders, since this always happens when entering a darker area or an area with a different lighting from the previous one. I have enabled the Async shader compiler and the Precompiled shaders and the game is locked at 30 FPS, so I don't think that this is due to the FPS rate being too high.

Files

log.2.txt	407 KB	05/10/2021	Italian__Guy
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