

Cemu - Bug #543

New Super Mario Bros U DLC (aka New Super Luigi U) crashes a few second into the intro

07/17/2021 04:06 PM - SaladCesar

<b>Status:</b>	New	<b>Start date:</b>	07/17/2021
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	General		
<b>API:</b>	OpenGL, Vulkan	<b>GPU Vendor/Model:</b>	Nvidia GTX1060-6gb
<b>Cemu Version:</b>	1.24.0b		
<b>Description</b>			
Hello,			
I am trying to play New Super Luigi U, DLC of New Super Mario Bros U. The base game works perfectly. But when I try to play the DLC, Cemu crashes a few seconds after the intro plays. I tried various graphics and graphicpacks settings, I never found any solution.			
I already redumped both the game, the update and the DLC. Nothing changes.			
You can find my log attached.			
Any help, any answer is welcome.			
Have a great day !			

History

#1 - 07/17/2021 04:53 PM - SaladCesar

- File log.txt added

#2 - 07/17/2021 04:54 PM - SaladCesar

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EDIT : I sent the wrong log, ignore the oldest one.

Files

log.txt	315 Bytes	07/17/2021	SaladCesar
log.txt	9.18 KB	07/17/2021	SaladCesar