

Cemu - Bug #568

Playtime not counting

08/30/2021 07:59 AM - krautnelson

Status: New	Start date: 08/30/2021
Priority: Normal	
Assignee:	
Category: UI	
API:	GPU Vendor/Model:
Cemu Version: 1.25.2	
Description In version 1.25.2, playtime no longer gets counted. Both <i>last_played</i> and <i>time_played</i> remain zero. Manual editing of the values in settings.xml does show up in the gamelist, but running a title has no effect.	