Cemu - Bug #646

Fatal Frame / Project Zero Game Crash when playing cutscene video after updated to v1.26.2

06/08/2022 01:37 PM - Seraphic

Status:	New	**Start date:**	06/08/2022
Priority:	Normal		
Assignee:			
Category:			
API:	OpenGL, Vulkan	**GPU Vendor/Model:**	NVIDIA TITAN Xp
Cemu Version:	1.26.2f		

Description

It seems like the new feature "Software decoder for H264 videos" in v1.26.2 let this bug happen.

I uploaded the log when the crash happened, please check it, the game is running well without this problem when I downgraded cemu to v1.26.1d.

If you just play the game from the very beginning or any start of the chapter you encountered a crash, that is because there is always a cutscene CG video supposed to be played.