Cemu - Bug #664

DKC: Tropical Paradise - Platforms resetting prematurely

09/22/2022 09:38 PM - Spamzilla

Status:	New		**Start date:**	09/22/2022
Priority:	Normal			
Assignee:				
Category:	General			
API:	Vulkan		**GPU Vendor/Model:**	Intel
Cemu Version:	2.0 + 1.26			

Description
In Stage 3-1 directly after the first save point, the moving platforms reset prematurely. I think this means that the level cannot be completed because later on a moving animal head thing that you have to grab onto moves before it is supposed to.

History

#1 - 09/23/2022 01:05 PM - Spamzilla

In Stage 3-1 directly after the first save point, the moving platforms reset prematurely. I think this means that the level cannot be completed because later on a moving animal head thing that you have to grab onto moves before it is supposed to.

EDIT: Sorry guys got the game name wrong!