

Cemu - Bug #678

[Steam Deck/Linux] Crashes after 5-10 seconds in Sharo Lun Shrine in Breath of the Wild

04/05/2023 06:12 PM - Naver

Status:	New	Start date:	04/05/2023
Priority:	Normal		
Assignee:			
Category:	Compatibility		
API:	Vulkan	GPU Vendor/Model:	AMD VG 100-000000405
Cemu Version:	2.0.29		
Description			
<p>I am using the default CEMU settings that come with Emudeck with the following graphics pack config: 30 FPS (FPS++) Low settings when available Vibrant Clarity Profile Xbox Controller Layout</p> <p>The rest of the game ran perfectly fine on Steam Deck with minimal issues, but this one specific DLC shrine is causing crashes after about 5-10 seconds of being in the shrine.</p> <p>I believe this is a Linux specific bug as I was able to progress through the shrine normally on my Windows PC. I have already eliminated game file integrity and shader cache as potential causes as well (File verification on BOTW passed normally, and the issue remained regardless of shader cache status)</p>			