

Cemu - Bug #9

Resident Evil: Revelations crash in chapter 1

03/01/2019 06:48 AM - Edicion_Gamer

Status:	In Progress	Start date:	03/01/2019
Priority:	Normal		
Assignee:	Exzap		
Category:	Compatibility		
API:		GPU Vendor/Model:	
Cemu Version:			
Description			
the crashing game in the identification weapon in mission 1 the image remains frozen and with that you can not play anymore, there is all this perfection!			

History

#1 - 04/12/2019 05:02 PM - Exzap

- Status changed from New to In Progress

The crash is fixed in 1.15.4 but the outline effect still doesn't work properly. Leaving this open for now

#2 - 07/04/2019 12:45 AM - Zalnor

- Category set to Compatibility

Files

dfgd.png

439 KB

03/01/2019

Edicion_Gamer