

Cemu - Bug #195

Selecting a particular device for sound output kills performance

09/25/2019 11:24 PM - twowordz

Status:	Resolved	Start date:	09/25/2019
Priority:	Normal		
Assignee:			
Category:	Sound		
API:	OpenGL	GPU Vendor/Model:	Nvidia GTX1080
Cemu Version:	1.15.14		

Description

In Cemu 1.15.14 and previous versions, if you go to "App volume and device preference" in Windows 10 1903 and select a non-default sound output device, fps drops below 5.

My PC is near my TV and I wanted Cemu to output audio via HDMI when I start the game. After changing this, performance is abysmal. Changing it back to default while the game is running goes immediately back to 60 fps. I only play BOTW so I don't know if it's the same for other games. Cemu compiles the shaders then sits there loading. If you wait long enough it will show 2-3 fps.

History

#1 - 04/11/2021 07:50 PM - Serfrost

- Status changed from New to Resolved

Might have been a problem before but as of present-day, I cannot reproduce this issue on either OpenGL or Vulkan.