Cemu - Bug #240

Vulkan initialization appears to fail when starting game from command line

12/30/2019 10:37 PM - Umpani

Status:	Resolved		**Start date:**	12/30/2019
Priority:	Normal			
Assignee:				
Category:	Graphic			
API:	Vulkan		**GPU Vendor/Model:**	Radeon RX Vega 64
Cemu Version:	1.16.0d			

Description

Starting any game from command line (with -g parameter) with Vulkan API configured in settings.xml fails on my system (see attached logs), whereas running the game directly from the GUI or starting from command line with OpenGL configured succeeds.

My setup:

Windows 10
AMD Radeon RX Vega 64 GPU
Radeon driver version 19.12.3
Cemu 1.16.0d
Cemuhook version 0.5.7.3

I suspect this might be a general problem or at least specific to AMD drivers. It seems Vulkan initialization from command line is performed in a certain way which causes the failure (starting from GUI works fine after all).

The game tested while the attached logs were generated was "Mario Kart 8" (although all other tested games exhibited the same behaviour).

History

#1 - 06/18/2020 06:28 AM - Zalnor

- Status changed from New to Resolved

Confirmed that Vulkan does work with shortcuts and command lines on Cemu version 1.19.2c.

Files

log-cli.txt	588 Bytes	12/30/2019		Umpani
log-gui.txt	3.4 KB	12/30/2019		Umpani
settings.xml	2.97 KB	12/30/2019		Umpani