Cemu - Bug #250

Vulkan - Random crashes

01/06/2020 10:47 AM - nosfay

Status:	Closed	**Start date:**	01/06/2020
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	Vulkan	**GPU Vendor/Model:**	AMD
Cemu Version:	1.16.1		

Description

Configuration:

CPU : AMD Ryzen 5 2400G
GPU : Integrated AMD Radeon RX Vega 11
RAM : 16go DDR4 2666MHz (2x8)
OS : Windows 10 pro 64b

Issue:

Random crashes happened on all games I have, more or less depending of game. Cemu 1.16 and 1.16.1 are concerned.

Here is a crash log from my last crash with zelda BOTW:

```
[23:59:16] Vulkan-Debug: Allocating additional memory for textures
[23:59:16] Failed to allocate image memory chunk with size 128MB. Trying again with smaller allocation size

[23:59:37] Vulkan-Info: Ran out of unreserved vertex cache memory. Waiting for memory to become available..
[00:00:58] Vulkan-Info: Shader 0x7720fddac4ee60bd uses 2D texture but bound texture has mismatching type (dim: 0x05)
[00:00:59] Vulkan-Debug: Allocating additional memory for textures
[00:00:59] Failed to allocate image memory chunk with size 128MB. Trying again with smaller allocation size

[00:00:59] Failed to allocate image memory chunk with size 64MB. Trying again with smaller allocation size

[00:00:59] Vulkan-Debug: Allocating additional memory for textures
[00:00:59] Failed to allocate image memory chunk with size 128MB. Trying again with smaller allocation size

[00:00:59] Failed to allocate image memory chunk with size 64MB. Trying again with smaller allocation size

[00:00:59] Failed to allocate image memory chunk with size 32MB. Trying again with smaller allocation size

[00:00:59] Unable to allocate image memory chunk (2 heaps)

Crashlog for Cemu 1.16.1
Date: 06-01-2020 00:00:59

----------------------------------------
   Stack trace
----------------------------------------
0x00007ff71fb541ca +0x002341ca Cemu.exe         cemuLog_log
0x00007ff71fb5543d +0x0023543d Cemu.exe         cemuLog_log
0x00007ff853f46c9c +0x00086c9c KERNELBASE.dll   UnhandledExceptionFilter
0x00007ff8574181cb +0x000a81cb ntdll.dll        memset
0x00007ff8573ffd56 +0x0008fd56 ntdll.dll        _C_specific_handler
```

```
0x00007ff85741477f +0x000a477f ntdll.dll        _chkstk
0x00007ff857374bef +0x00004bef ntdll.dll        RtlWalkFrameChain
0x00007ff8573789e6 +0x000089e6 ntdll.dll        RtlRaiseException
0x00007ff853ef9159 +0x00039159 KERNELBASE.dll   RaiseException
0x00007ff7201b4765 +0x00894765 Cemu.exe         osLib_registerHLEFunction
0x00007ff71fbe32a4 +0x002c32a4 Cemu.exe         memory_getBase
0x00007ff71fbd83b8 +0x002b83b8 Cemu.exe         memory_getBase
0x00007ff71fbe34d6 +0x002c34d6 Cemu.exe         memory_getBase
0x00007ff71fb3f5f9 +0x0021f5f9 Cemu.exe         config_isGraphicPackEnabled
0x00007ff71fc37781 +0x00317781 Cemu.exe         osLib_registerHLEFunction
0x00007ff71fc35ebb +0x00315ebb Cemu.exe         osLib_registerHLEFunction
0x00007ff71fc36227 +0x00316227 Cemu.exe         osLib_registerHLEFunction
0x00007ff71fa3d8ab +0x0011d8ab Cemu.exe         ExpressionParser_EvaluateToDouble
0x00007ff71fc32fd6 +0x00312fd6 Cemu.exe         osLib_registerHLEFunction
0x00007ff71fc33290 +0x00313290 Cemu.exe         osLib_registerHLEFunction
0x00007ff71fbf0991 +0x002d0991 Cemu.exe         memory_getBase
0x00007ff71fa33a5d +0x00113a5d Cemu.exe         ExpressionParser_EvaluateToDouble
0x00007ff71fc37fd0 +0x00317fd0 Cemu.exe         osLib_registerHLEFunction
0x00007ff71fa1fb85 +0x000ffb85 Cemu.exe         ExpressionParser_EvaluateToDouble
0x00007ff71f9ebbe9 +0x000cbbe9 Cemu.exe         wxMainWindowCreated
0x00007ff7201e17f0 +0x008c17f0 Cemu.exe         osLib_registerHLEFunction
0x00007ff855167974 +0x00017974 KERNEL32.DLL     BaseThreadInitThunk
0x00007ff8573da271 +0x0006a271 ntdll.dll        RtlUserThreadStart
Exception 0xe06d7363 at 0x7ff853ef9159(+0x39159) in module KERNELBASE.dll
cemu.exe at 0x7ff71f920000

RAX=0000000000000000 RBX=00007ff720799668 RCX=0000000000000000 RDX=0000000000000000
RSP=000000aaea8fe750 RBP=000000aaea8fe890 RDI=000000aaea8fe8e0 RSI=0000000001000000
R8 =0000000000000000 R9 =0000000000000000 R10=0000000000000000 R11=0000000000000000
R12=000000aaea8fe9e8 R13=0000000000000008 R14=0000000000000003 R15=000001d39d5d2500

----------------------------------------
   Game info
----------------------------------------
Game: Breath of the Wild [EU v208]
TitleId: 50000101c9500
RPXHash: dcac9927

----------------------------------------
   Active PPC instance
----------------------------------------
Not active

----------------------------------------
   PPC threads
----------------------------------------
7c65b8e0 Ent 00e05f74 IP 00e00050 LR 031faa14 SUSPENDED Aff 010 Pri 80 Name NULL
109f8c78 Ent 030bbea8 IP 00e04840 LR 030decd0 SUSPENDED Aff 010 Pri 84 Name Prepare Thread
12afc1c0 Ent 030bbea8 IP 00e04840 LR 030decd0 SUSPENDED Aff 100 Pri 80 Name WorkerMgr/Worker1(Any)
12b3ca98 Ent 030bbea8 IP 00e04840 LR 030decd0 SUSPENDED Aff 001 Pri 80 Name WorkerMgr/Worker2(Any)
15b47930 Ent 030bbea8 IP 00e04840 LR 030decd0 SUSPENDED Aff 010 Pri 81 Name OverlayArena Prepare
15b49618 Ent 030bbea8 IP 00e04840 LR 030decd0 SUSPENDED Aff 001 Pri 83 Name DecompThread
302dd6b8 Ent 030bbea8 IP 00e04840 LR 030decd0 SUSPENDED Aff 001 Pri 83 Name Resource Loading
302e82c8 Ent 030bbea8 IP 00e04840 LR 030decd0 SUSPENDED Aff 100 Pri 84 Name Resource Control
302f3048 Ent 030bbea8 IP 00e04840 LR 030decd0 SUSPENDED Aff 100 Pri 84 Name Resource Memory
302fdf38 Ent 030bbea8 IP 00e04840 LR 030decd0 SUSPENDED Aff 100 Pri 84 Name MovableMemory
36c65ac8 Ent 030bbea8 IP 00e04840 LR 030decd0 SUSPENDED Aff 100 Pri 84 Name res::Compaction
1059e0c0 Ent 042180cc IP 00e04840 LR 04218258 SUSPENDED Aff 100 Pri 67 Name nw::snd::TaskThread
7c32f7a8 Ent 00e05fbc IP 00e05fbc LR 00e00000 SUSPENDED Aff 100 Pri 14 Name NULL
3e170200 Ent 030bbea8 IP 00e04840 LR 030decd0 SUSPENDED Aff 100 Pri 82 Name aal::
LowPrioWorkerThread
3e55fd20 Ent 030bbea8 IP 00e04840 LR 030decd0 SUSPENDED Aff 100 Pri 72 Name
AsyncPatternRumbleThread
3f024e38 Ent 030bbea8 IP 038ded84 LR 038ded84 WAITING   Aff 010 Pri 86 Name
ProductReportBackGround Thread
3f254398 Ent 030bbea8 IP 03429ed8 LR 03429ed8 WAITING   Aff 010 Pri 83 Name NFP Thread
10e15030 Ent 03fa39f0 IP 03f7b168 LR 03f7b168 SUSPENDED Aff 001 Pri 80 Name Physics:
```

```
HavokWorkerEntity(Core2)
10e16860 Ent 03fa39f0 IP 03f7b168 LR 03f7b168 SUSPENDED Aff 100 Pri 80 Name Physics:
HavokWorkerEntity(Core0)
1109f630 Ent 03fa39f0 IP 03f7b168 LR 03f7b168 SUSPENDED Aff 001 Pri 80 Name Physics:
HavokWorkerSensor(Core2)
1109ee20 Ent 03fa39f0 IP 03f7b168 LR 03f7b168 SUSPENDED Aff 100 Pri 80 Name Physics:
HavokWorkerSensor(Core0)
3f3640c8 Ent 030bbea8 IP 00e04840 LR 030decd0 SUSPENDED Aff 100 Pri 84 Name NavMeshSystemThread
3f3e0678 Ent 030bbea8 IP 00e04840 LR 030decd0 SUSPENDED Aff 010 Pri 84 Name
3f40b728 Ent 030bbea8 IP 00e04840 LR 030decd0 SUSPENDED Aff 100 Pri 84 Name
3f4367d8 Ent 030bbea8 IP 00e04840 LR 030decd0 SUSPENDED Aff 001 Pri 84 Name
3f54f500 Ent 030bbea8 IP 00e04840 LR 030decd0 SUSPENDED Aff 100 Pri 82 Name SaveMgrThread
41a05150 Ent 030bbea8 IP 00e04840 LR 030decd0 SUSPENDED Aff 100 Pri 81 Name WorkerSupport[0]
41a26460 Ent 030bbea8 IP 00e04840 LR 030decd0 SUSPENDED Aff 001 Pri 81 Name WorkerSupport[1]
4ba0f768 Ent 030bbea8 IP 029f1960 LR 029f1960 WAITING   Aff 001 Pri 84 Name AutoPlacementMgr
41b354d8 Ent 030bbea8 IP 00e04840 LR 030decd0 SUSPENDED Aff 001 Pri 84 Name ActorCreate
41b0c8c0 Ent 030bbea8 IP 00e04840 LR 030decd0 SUSPENDED Aff 100 Pri 84 Name ActorCreate
41c04318 Ent 030bbea8 IP 00e04840 LR 030decd0 SUSPENDED Aff 010 Pri 81 Name GameScen TaskMgr
43440c18 Ent 030bbea8 IP 00e04840 LR 030decd0 SUSPENDED Aff 001 Pri 84 Name uiLowPrioThreadMgr
4ba33530 Ent 030bbea8 IP 00e04840 LR 030decd0 SUSPENDED Aff 001 Pri 85 Name RadarMgr
425fed08 Ent 030bbea8 IP 00e04840 LR 030decd0 SUSPENDED Aff 100 Pri 84 Name tera::ImageResourceMgr
4a863f70 Ent 030bbea8 IP 00e04840 LR 030decd0 SUSPENDED Aff 001 Pri 84 Name PlacementMgr
4b61a9b8 Ent 030bbea8 IP 00e04840 LR 030decd0 SUSPENDED Aff 100 Pri 84 Name act::ClusteredRenderer
41a28000 Ent 030bbea8 IP 031ff784 LR 031ff784 WAITING   Aff 001 Pri 79 Name Sleeper
```

History

#1 - 04/11/2020 05:57 AM - Zalnor

- Status changed from New to Closed

Memory issue in vulkan, has since been resolved.