Cemu - Bug #302

[BOTW] [Vulkan] Graphical Corruptions and Slowdown Possibly due to Memory Leak

03/29/2020 07:30 PM - Jako

Status:	Resolved	**Start date:**	03/29/2020
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	Vulkan	**GPU Vendor/Model:**	Radeon R9 270
Cemu Version:	1.17.4		

Description

Hardware (all stock speed):

AMD FX-8350
Radeon R9 270
16 GB DDR3 RAM

It seems a memory leak is occuring during gameplay that causes minor graphical corruptions during gameplay at first (a flickering darkness on the screen) at ~3300 MB RAM used which get progressively worse over time and start affecting menus like the pause menu with major graphical corruptions (random bursts of color, etc.) as well as slowdown in-game from an average of 30 FPS to 20 FPS at ~4000 GB RAM. If more information is needed it will be provided.

History

#1 - 03/29/2020 07:33 PM - Jako

I meant to say ~4000 MB or 4 GB RAM

#2 - 04/10/2021 05:51 PM - Serfrost

- Status changed from New to Resolved

Likely resolved by now. Either due to decreased VRAM usage or fixed leaks. Create a new issue if the issue is still apparent. Please keep in mind that slowdown is normal if you run out of VRAM; your system will begin using your RAM as a substitute which is much slower.