

Cemu - Bug #331

[Splatoon] Vulkan problem: Cemu crashes right before arriving to the final boss

05/05/2020 09:04 AM - Optimus97

Status:	Closed	Start date:	05/05/2020
Priority:	Normal		
Assignee:			
Category:	Compatibility		
API:	Vulkan	GPU Vendor/Model:	GTX 1070
Cemu Version:	1.18.2c		

Description

After completing all of the missions in Splatoon campaign on Vulkan (without any crashes or other big issues), I got to the final boss (DJ Octavio). After I entered the kettle and the according cutscene played, it showed a loading screen as usual, and then emulator crashed to desktop. Tried several times with Vulkan, and it crashed every time.

When I switched to OpenGL, I could finally enter the final boss area and beat him, although I experienced some slowdowns, probably because Cemu had to recompile shaders again. The next final boss replay went without slowdowns.

Played with most recent Nvidia drivers (445.87)

Intel Core i5-4590
GTX 1070
16GB DDR3

History

#1 - 04/12/2021 01:07 AM - Serfrost

- *Category set to Compatibility*

#2 - 07/15/2021 12:47 AM - Exzap

- *Status changed from New to Closed*

Assuming this is fixed because we haven't received any reports on this in a long time.