

## Cemu - Bug #389

### Mario Kart 8 - Vulkan version 1.20.0c - Crash after a few races

07/29/2020 06:59 AM - SamirRehm

<b>Status:</b>	New	<b>Start date:</b>	07/29/2020
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	General		
<b>API:</b>	Vulkan	<b>GPU Vendor/Model:</b>	Intel Graphics 620
<b>Cemu Version:</b>	1.20.0c		

#### Description

It seems that Mario Kart 8 is crashing after a few races. The crash is an outright freeze of cemu and the audio stops. Eventually, the application is closed.

I've attached a log.txt file including a stack trace

Any advice to mitigate this problem from a user's end? Is there an actual bug present?

#### History

##### #1 - 04/11/2021 11:39 PM - Serfrost

Probably resolved with recent recompiler changes and other fixes, but needs verification. Possibly related to iGPU.

#### Files

log.txt	20.3 KB	07/29/2020	SamirRehm
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