

## Cemu - Bug #421

### Random crashes in all games when using Vulkan backend (Internal heap error)

10/16/2020 08:31 AM - mbc07

<b>Status:</b>	Closed	<b>Start date:</b>	10/16/2020
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	Graphic		
<b>API:</b>	Vulkan	<b>GPU Vendor/Model:</b>	NVIDIA GT 650M
<b>Cemu Version:</b>	1.21.3		

#### Description

No matter what game I try, if I'm using the Vulkan backend, Cemu will eventually crash. No errors, no glitches, Cemu will just close.

Looking at the crash log, the pattern is always the same: the game boots fine and plays normally, but Internal heap error (followed by debug info) keeps repeatedly popping on the log, until Cemu eventually crashes (it normally takes about 5 to 15 minutes). When running the same games with the same settings apart from switching to OpenGL, no crashes happen and I can run Cemu for hours, without any problem.

Sometimes, moments before the crash, it's possible to see a minor corruption or other glitch in the game, generally a black or corrupted texture somewhere or a missing or glitched HUD element. Most of the time, though, there's no visible defect before the crash, the game just runs normally until the moment Cemu crashes.

I attached some crash logs, in case that helps. Most of them are from Cemu 1.21.3 with NVIDIA drivers 456.71, but there's also one or two crash logs from Cemu 1.20.2b with NVIDIA drivers 452.06, which also exhibited exactly the same behavior. System specs are the following:

**CPU:** Intel Core i7-3630QM @ 2.4 GHz  
**GPU:** NVIDIA GeForce GT 650M @ 2 GB GDDR5  
**RAM:** 16 GB DDR3-1600 (2x8)  
**OS:** Windows 10 version 20H2

#### History

#1 - 10/16/2020 09:38 PM - Exzap

- Status changed from New to Closed

Fixed in the next Cemu release (1.21.4)

#### Files

crashdump.zip	991 KB	10/16/2020	mbc07
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