Cemu - Bug #645

Crash on startup when offline in SteamOS (Steam Deck)

06/04/2022 03:11 AM - sam_86314

Status:	New		Start date:	06/04/2022
Priority:	Normal			
Assignee:				
Category:	General			
API:	Vulkan		GPU Vendor/Model:	AMD
Cemu Version:	1.27.0b			

Description

I'm running Cemu on my Steam Deck in SteamOS. Whenever I try to launch the emulator when I'm not connected to a network, it crashes on startup. And yet, when I reconnect to a network, it launches as normal. This is the behavior in both gaming mode and desktop mode.

I noticed in the crash log that it crashes at "dsu client connect error: resolve: Unknown error (11001)" and "dsu client can't open the udp connection", which lead me to believe it was a problem with the motion data source.

However, when I tried Yuzu offline, using the same source for motion data, it worked as expected. Games launch normally and motion controls work.

I'm using Cemu 1.27.0b, Cemuhook 0.5.7.7, and I'm using SteamDeckGyroDSU as the motion data source. It's running on SteamOS version 3.2 build 20220526.100, and the crash occurs in both Proton and Wine.

Files

steamdeck-cemu-log.txt	3.53 KB	06/04/2022	sam_86314