Cemu - Bug #18

Precompiled shader not working properly on 1.15.3

03/08/2019 12:50 AM - iansixx

Status:	Closed	**Start date:**	03/08/2019
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:		**GPU Vendor/Model:**	
Cemu Version:			

Description

Cemu compiles and runs just fine but it doesn't generate the precompiled shaders properly. on the precompiled folder, shaders have a maximum size of 2kb, either if i delete it and build a new one. however if i relaunch cemu, cemu loads as fast as if it had proper precompiled shaders.

upon further investigation i found that it was only using the 'GLCache' folder (AMD's cache) and of course that can only build so many shaders... which results in overall worse performance.

this didn't happen on 1.15.2

I'm using an AMD pre-gcn GPU with conventional shaders.

History

#1 - 04/06/2019 09:08 PM - iansixx

this issue still persists on 1.15.4.

#2 - 07/04/2019 12:34 AM - Zalnor

- Status changed from New to Closed