

Cemu - Bug #227

Mario Kart 8: Crash after 1-2 races

12/18/2019 10:20 PM - Anuskuss

Status:	Closed	Start date:	12/18/2019
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	Vulkan	GPU Vendor/Model:	Intel Iris+ 640
Cemu Version:	1.16.0b		

Description

Cemu crashes after one to two races in Mario Kart 8. In one instance it froze my whole computer to the point where even CTRL+ALT+DEL wasn't working. Happens only in Vulkan, OpenGL is fine. I've noticed that the VRAM was increasing with every race (menu: 0.3/7.9 GB, race1: 1.1/7.9 GB, race2: 1.7/7.9 GB) whereas in OpenGL it roughly stayed at 0.9/7.9 GB. Shader cache was removed completely since last build.

General

```
[17:58:30] ----- Init Vulkan graphics backend -----
[17:58:30] Using GPU: Intel(R) Iris(R) Plus Graphics 640
[17:58:30] Driver version (as stored in device info): 00191ACD
[17:58:30] Using streamout emulation via SSBO
[17:58:30] Vulkan device memory info:
[17:58:30] Heap 0 - Size 7319MB Flags 0x00000001
[17:58:30] Memory 0 - HeapIndex 0 Flags 0x00000007
[17:58:30] Memory 1 - HeapIndex 0 Flags 0x0000000f
[17:58:30] VK_FORMAT_R4G4_UNORM_PACK8 not supported
[17:58:30] Enable surface copies via buffer
[17:58:30] Loaded RPL module turbo (checksum 0xD09700CE)
[17:58:31] ----- Active settings -----
[17:58:31] CPU-Mode: Single-core recompiler (gameprofile)
[17:58:31] Load shared libraries: true
[17:58:31] GPUBufferCacheAccuracy: low (gameprofile)
[17:58:31] Use precompiled shaders: auto (gameprofile)
[17:58:31] Full sync at GX2DrawDone: false
```

Crash 1

```
[17:58:31] ----- Run title -----
[17:58:39] Shader cache loaded with 1864 shaders. Committed mem 180MB. Took 8422ms
[17:58:46] Vulkan-Debug: Allocating additional memory for textures (x4)
[17:59:30] Vulkan-Info: Shader 0x5619bab3ae257b23 uses 1D texture but bound texture has mismatchin
g type (dim: 0x01)
[18:02:11] Vulkan-Debug: Allocating additional memory for textures (x2)
```

Crashlog for Cemu 1.16.0b (Patreon)
Date: 18-12-2019 18:05:53

```
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Stack trace
-----
Exception 0xc0000005 at 0x26626e1c69d
cemu.exe at 0x7ff75b5b0000

RAX=0000000000000000 RBX=0000000000000001 RCX=0000000045aea844 RDX=0000000000000001
RSP=0000026653744030 RBP=00000000101b0000 RDI=0000000045a2efec RSI=0000000000000007
R8 =0000000000000000 R9 =0000000000000001 R10=0000000000000000 R11=ffffffffffffca02
R12=000000000000000a R13=00000265063d0000 R14=0000000000000070d R15=0000026654420000
-----
```

```
Game info
-----
Game: MARIO KART 8 [EU v64]
TitleId: 500001010ed00
RPXHash: 9708ald3

-----

Active PPC instance
-----
IP 0x0287f9f0 LR 0x02864b10 Thread 0x1e58db48

-----

PPC threads
-----
7c65b8e0 Ent 00e18fcc IP 0216f678 LR 0216f678 READY Aff 010 Pri 80 Name NULL
1e55dc48 Ent 0274cd6c IP 00e01064 LR 0274c584 SUSPENDED Aff 010 Pri 81 Name Prepare Thread
1e5852b0 Ent 0274cd6c IP 028525b8 LR 02169a60 READY Aff 100 Pri 80 Name WorkerMgr/Worker1(?)
1e58db48 Ent 0274cd6c IP 028525b8 LR 02169a60 RUNNING Aff 001 Pri 80 Name WorkerMgr/Worker2(?)
1e65b048 Ent 0274cd6c IP 00e01064 LR 0274c584 SUSPENDED Aff 001 Pri 88 Name CourseDecomp
1e641778 Ent 0274cd6c IP 00e01064 LR 0274c584 SUSPENDED Aff 100 Pri 88 Name BackgroundLoad
2e6b42a8 Ent 0274cd6c IP 00e01064 LR 0274c584 SUSPENDED Aff 010 Pri 81 Name SaveDataManager
3770e9c8 Ent 02a14730 IP 029f9600 LR 029f9600 SUSPENDED Aff 010 Pri 88 Name Pia BackgroundSchedule
r
383e2cc8 Ent 0274cd6c IP 00e01064 LR 0274c584 SUSPENDED Aff 100 Pri 79 Name Network::Send
3757b560 Ent 0274cd6c IP 028d6b08 LR 028d6b08 WAITING Aff 001 Pri 79 Name enl::TaskThread
3749f290 Ent 0274cd6c IP 0240a14c LR 0240a14c WAITING Aff 010 Pri 89 Name NetworkTaskThread
3859d7e0 Ent 0274cd6c IP 00e01064 LR 0274c584 SUSPENDED Aff 100 Pri 81 Name sead::AudioTaskThread
7c32f7a8 Ent 00e1af88 IP 00e1af88 LR 00e00000 SUSPENDED Aff 100 Pri 14 Name NULL
101e7aa0 Ent 02a8fe88 IP 00e01064 LR 02a90014 SUSPENDED Aff 100 Pri 67 Name nw::snd::TaskThread
3a193168 Ent 0274cd6c IP 00e01064 LR 0274c584 SUSPENDED Aff 100 Pri 79 Name UIMoviePlayerThread
3a308418 Ent 0274cd6c IP 00e01064 LR 0274c584 SUSPENDED Aff 100 Pri 88 Name UILoadThread
3b039360 Ent 0274cd6c IP 00e01064 LR 0274c584 SUSPENDED Aff 010 Pri 88 Name UIMiiThread
3b1282b8 Ent 0274cd6c IP 00e01064 LR 0274c584 SUSPENDED Aff 010 Pri 88 Name UIScalableFont
3a30cb28 Ent 0274cd6c IP 00e01064 LR 0274c584 SUSPENDED Aff 010 Pri 88 Name UIMiiThread
1e5642a0 Ent 0274cd6c IP 00e01064 LR 0274c584 SUSPENDED Aff 100 Pri 78 Name AudioTaskProxyThread
383d96a8 Ent 0274cd6c IP 00e01064 LR 0274c584 SUSPENDED Aff 010 Pri 80 Name AocSyncThread
```

Crash 2 (PC froze)

```
[18:08:20] ----- Run title -----
[18:08:30] Shader cache loaded with 2162 shaders. Committed mem 187MB. Took 9808ms
[18:08:36] Vulkan-Debug: Allocating additional memory for textures (x4)
[18:09:40] Vulkan-Info: Shader 0x5619bab3ae257b23 uses 1D texture but bound texture has mismatchin
g type (dim: 0x01)
[18:09:40] Vulkan-Debug: Allocating additional memory for textures (x2)
[18:13:57] Unrecoverable error in Vulkan renderer
[18:13:57] Msg: failed to submit command buffer. Error -4
```

Crashlog for Cemu 1.16.0b (Patreon)
Date: 18-12-2019 18:13:57

```
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Stack trace
-----
0x00007ff75b7e277a +0x0023277a Cemu.exe          cemuLog_log
0x00007ff75b7e39ed +0x002339ed Cemu.exe          cemuLog_log
0x00007ffcd6aa6c9c +0x00086c9c  KERNELBASE.dll  UnhandledExceptionFilter
0x00007ffcd9ce81cb +0x000a81cb  ntdll.dll       memset
0x00007ffcd9ccfd56 +0x0008fd56  ntdll.dll       _C_specific_handler
0x00007ffcd9ce477f +0x000a477f  ntdll.dll       _chkstk
0x00007ffcd9c44bef +0x000044bef  ntdll.dll       RtlWalkFrameChain
0x00007ffcd9c489e6 +0x000089e6  ntdll.dll       RtlRaiseException
0x00007ffcd6a59159 +0x00039159  KERNELBASE.dll  RaiseException
0x00007ff75c201575 +0x00c51575  Cemu.exe        osLib_registerHLEFunction
0x00007ff75bc2c9d6 +0x0067c9d6  Cemu.exe        memory_getBase
0x00007ff75bc2d9ca +0x0067d9ca  Cemu.exe        memory_getBase
0x00007ff75bc2fd1e +0x0067fd1e  Cemu.exe        memory_getBase
```

```
0x00007ff75bc80bb1 +0x006d0bb1 Cemu.exe      osLib_registerHLEFunction
0x00007ff75b6c3a35 +0x00113a35 Cemu.exe      ExpressionParser_EvaluateToDouble
0x00007ff75bc84de0 +0x006d4de0 Cemu.exe      osLib_registerHLEFunction
0x00007ff75b6af795 +0x000ff795 Cemu.exe      ExpressionParser_EvaluateToDouble
0x00007ff75b67b289 +0x000cb289 Cemu.exe      wxMainWindowCreated
0x00007ff75c22e600 +0x00c7e600 Cemu.exe      osLib_registerHLEFunction
0x00007ffcd7657974 +0x00017974 KERNEL32.DLL  BaseThreadInitThunk
0x00007ffcd9caa271 +0x0006a271 ntdll.dll    RtlUserThreadStart
Exception 0xe06d7363 at 0x7ffcd6a59159(+0x39159) in module KERNELBASE.dll
cemu.exe at 0x7ff75b5b0000
```

```
RAX=00007ff75b5b0000 RBX=00007ff75c7e48d8 RCX=0000005e62dfef10 RDX=00007ff75b7e1442
RSP=0000005e62dff1c0 RBP=0000005e62dff300 RDI=0000005e62dff330 RSI=00000180e16e24f8
R8 =0000005e62dff320 R9 =0000005e62dfeae0 R10=000000000000002e R11=0000005e62dfeae0
R12=00007ff75b5b0000 R13=000000000000005a R14=0000000000000000 R15=00007ff75b5b0000
```

Game info

```
Game: MARIO KART 8 [EU v64]
TitleId: 500001010ed00
RPXHash: 9708ald3
```

Active PPC instance

Not active

PPC threads

```
7c65b8e0 Ent 00e18fcc IP 00e02904 LR 024d4c2c SUSPENDED Aff 010 Pri 80 Name NULL
1e55dc48 Ent 0274cd6c IP 00e01064 LR 0274c584 SUSPENDED Aff 010 Pri 81 Name Prepare Thread
1e5852b0 Ent 0274cd6c IP 00e01064 LR 0274c584 SUSPENDED Aff 100 Pri 80 Name WorkerMgr/Worker1(?)
1e58db48 Ent 0274cd6c IP 00e01064 LR 0274c584 SUSPENDED Aff 001 Pri 80 Name WorkerMgr/Worker2(?)
1e65b048 Ent 0274cd6c IP 00e01064 LR 0274c584 SUSPENDED Aff 001 Pri 88 Name CourseDecomp
1e641778 Ent 0274cd6c IP 00e01064 LR 0274c584 SUSPENDED Aff 100 Pri 88 Name BackgroundLoad
2e6b42a8 Ent 0274cd6c IP 00e01064 LR 0274c584 SUSPENDED Aff 010 Pri 81 Name SaveDataManager
3770e9c8 Ent 02a14730 IP 029f9600 LR 029f9600 SUSPENDED Aff 010 Pri 88 Name Pia BackgroundSchedule
r
383e2cc8 Ent 0274cd6c IP 00e01064 LR 0274c584 SUSPENDED Aff 100 Pri 79 Name Network::Send
3757b560 Ent 0274cd6c IP 0274c3bc LR 0274c3bc SUSPENDED Aff 001 Pri 79 Name enl::TaskThread
3749f290 Ent 0274cd6c IP 0240a14c LR 0240a14c WAITING Aff 010 Pri 89 Name NetworkTaskThread
3859d7e0 Ent 0274cd6c IP 00e01064 LR 0274c584 SUSPENDED Aff 100 Pri 81 Name sead::AudioTaskThread
7c32f7a8 Ent 00e1af88 IP 00e1af88 LR 00e00000 SUSPENDED Aff 100 Pri 14 Name NULL
101e7aa0 Ent 02a8fe88 IP 00e01064 LR 02a90014 SUSPENDED Aff 100 Pri 67 Name nw::snd::TaskThread
3a193168 Ent 0274cd6c IP 00e01064 LR 0274c584 SUSPENDED Aff 100 Pri 79 Name UIMoviePlayerThread
3a308418 Ent 0274cd6c IP 00e01064 LR 0274c584 SUSPENDED Aff 100 Pri 88 Name UILoadThread
3b039360 Ent 0274cd6c IP 00e01064 LR 0274c584 SUSPENDED Aff 010 Pri 88 Name UIMiiThread
3b1282b8 Ent 0274cd6c IP 00e01064 LR 0274c584 SUSPENDED Aff 010 Pri 88 Name UIScalableFont
3a30cb28 Ent 0274cd6c IP 00e01064 LR 0274c584 SUSPENDED Aff 010 Pri 88 Name UIMiiThread
1e5642a0 Ent 0274cd6c IP 00e01064 LR 0274c584 SUSPENDED Aff 100 Pri 78 Name AudioTaskProxyThread
383d96a8 Ent 0274cd6c IP 00e01064 LR 0274c584 SUSPENDED Aff 010 Pri 80 Name AocSyncThread
433f6a58 Ent 0274cd6c IP 00e01064 LR 0274c584 SUSPENDED Aff 001 Pri 82 Name RecorderThread
```

Crash 3

```
[20:07:10] ----- Run title -----
[20:07:19] Shader cache loaded with 2238 shaders. Committed mem 188MB. Took 9383ms
[20:07:25] Vulkan-Debug: Allocating additional memory for textures (x4)
[20:07:57] Vulkan-Info: Shader 0x5619bab3ae257b23 uses 1D texture but bound texture has mismatchin
g type (dim: 0x01)
[20:10:20] Vulkan-Debug: Allocating additional memory for textures
[20:10:20] Vulkan-Info: Ran out of unreserved vertex cache memory. Waiting for memory to become av
ailable...
[20:10:21] Vulkan-Debug: Allocating additional memory for textures
[20:15:38] Vulkan-Info: Ran out of unreserved vertex cache memory. Waiting for memory to become av
```

ailable..
[20:15:41] Vulkan-Info: Shader 0x8aedd53a2ae79e9d uses 1D texture but bound texture has mismatching type (dim: 0x01)

Crashlog for Cemu 1.16.0b (Patreon)
Date: 18-12-2019 20:16:05

Stack trace

Exception 0xc0000005 at 0x28f12f37e73
cemu.exe at 0x7ff7315f0000

RAX=000000004656df8c RBX=0000000000000001 RCX=0000000000000008 RDX=0000000027b5e10
RSP=0000028f2f2a64e0 RBP=00000000000000d0 RDI=0000000027faf64 RSI=000000004656df78
R8 =0000000000000004 R9 =0000000000000000 R10=000000003f2cfbd8 R11=000000000000ffff
R12=00000000027ea928 R13=0000028f63d60000 R14=000000006e010000 R15=000002907fb60000

Game info

Game: MARIO KART 8 [EU v64]
TitleId: 500001010ed00
RPXHash: 9708ald3

Active PPC instance

IP 0x027b5ddc LR 0x027ea9e4 Thread 0x1e58db48

PPC threads

7c65b8e0	Ent	00e18fcc	IP	027b5e84	LR	027ea9e4	READY	Aff	010	Pri	80	Name	NULL
1e55dc48	Ent	0274cd6c	IP	00e01064	LR	0274c584	SUSPENDED	Aff	010	Pri	81	Name	Prepare Thread
1e5852b0	Ent	0274cd6c	IP	00e01064	LR	0274c584	SUSPENDED	Aff	100	Pri	80	Name	WorkerMgr/Worker1(?)
1e58db48	Ent	0274cd6c	IP	00e01064	LR	0274c584	RUNNING	Aff	001	Pri	80	Name	WorkerMgr/Worker2(?)
1e65b048	Ent	0274cd6c	IP	00e01064	LR	0274c584	SUSPENDED	Aff	001	Pri	88	Name	CourseDecomp
1e641778	Ent	0274cd6c	IP	00e01064	LR	0274c584	SUSPENDED	Aff	100	Pri	88	Name	BackgroundLoad
2e6b42a8	Ent	0274cd6c	IP	00e01064	LR	0274c584	SUSPENDED	Aff	010	Pri	81	Name	SaveDataManager
3770e9c8	Ent	02a14730	IP	029f9600	LR	029f9600	SUSPENDED	Aff	010	Pri	88	Name	Pia BackgroundSchedule
383e2cc8	Ent	0274cd6c	IP	00e01064	LR	0274c584	SUSPENDED	Aff	100	Pri	79	Name	Network::Send
3757b560	Ent	0274cd6c	IP	0274c3bc	LR	0274c3bc	SUSPENDED	Aff	001	Pri	79	Name	enl::TaskThread
3749f290	Ent	0274cd6c	IP	0240a14c	LR	0240a14c	WAITING	Aff	010	Pri	89	Name	NetworkTaskThread
3859d7e0	Ent	0274cd6c	IP	00e01064	LR	0274c584	SUSPENDED	Aff	100	Pri	81	Name	sead::AudioTaskThread
7c32f7a8	Ent	00e1af88	IP	00e1af88	LR	00e00000	SUSPENDED	Aff	100	Pri	14	Name	NULL
101e7aa0	Ent	02a8fe88	IP	00e01064	LR	02a90014	SUSPENDED	Aff	100	Pri	67	Name	nw::snd::TaskThread
3a193168	Ent	0274cd6c	IP	00e01064	LR	0274c584	SUSPENDED	Aff	100	Pri	79	Name	UIMoviePlayerThread
3a308418	Ent	0274cd6c	IP	00e01064	LR	0274c584	SUSPENDED	Aff	100	Pri	88	Name	UILoadThread
3b039360	Ent	0274cd6c	IP	00e01064	LR	0274c584	SUSPENDED	Aff	010	Pri	88	Name	UIMiiThread
3b1282b8	Ent	0274cd6c	IP	00e01064	LR	0274c584	SUSPENDED	Aff	010	Pri	88	Name	UIScalableFont
3a30cb28	Ent	0274cd6c	IP	00e01064	LR	0274c584	SUSPENDED	Aff	010	Pri	88	Name	UIMiiThread
1e5642a0	Ent	0274cd6c	IP	00e01064	LR	0274c584	SUSPENDED	Aff	100	Pri	78	Name	AudioTaskProxyThread
383d96a8	Ent	0274cd6c	IP	00e01064	LR	0274c584	SUSPENDED	Aff	010	Pri	80	Name	AocSyncThread
433f6a58	Ent	0274cd6c	IP	00e01064	LR	0274c584	SUSPENDED	Aff	001	Pri	82	Name	RecorderThread

Turning on the validation layer reports this multiple times:

[UNASSIGNED-CoreValidation-Shader-InputNotProduced] Object: 0x*** (Type = 15) | fragment shader consumes input location *.0 which is not written by vertex shader

P.S. I don't know if that's just a beta thing but I have to recompile my shaders everytime I start a game (OpenGL just loads them which happens almost instantly). Hope this gets fixed for the public release.

History

#1 - 01/29/2020 08:46 AM - Zalnor

- *Status changed from New to Closed*

Crashes in Vulkan is common, especially in the version used. this should be more stable now, or fixed very soon with general cemue updates.

#2 - 01/30/2020 10:52 PM - Anuskuss

[Zalnor](#) It's related to high VRAM usage. This can only be fixed (or rather mitigated) by clearing the cache (like it's already the case in OpenGL).