

Cemu - Bug #300

Cemu is crash when use command line launch game in Vulkan API.

03/28/2020 02:57 AM - CoolHot

Status:	Closed	Start date:	03/28/2020
Priority:	Normal		
Assignee:			
Category:	General		
API:	Vulkan	GPU Vendor/Model:	Nvidia GTX970
Cemu Version:	1.17.4		
Description			
Cemu is crash when use command line launch game in Vulkan API. It's works fine when use UI launch game or use command line in OpenGL API.			
eg: Cemu.exe -f -g "D:\BotW\code\U-King.rpx"			
log.txt:			
[10:52:11] ----- Init Cemu 1.17.4 -----			
[10:52:11] Init Wii U memory space (base: 0x140600000)			
[10:52:11] mlc01 path: D:\cemu\mlc01\			
[10:52:11] Cemuhook version: 0.5.7.3			
[10:52:11] CPU: Intel(R) Core(TM) i5-6402P CPU @ 2.80GHz			
[10:52:11] RAM: 16331MB			
[10:52:11] Used CPU extensions: SSSE3, SSE4.1, AVX2, AES-NI			
[10:52:11] Loading U-King.rpx			
[10:52:11] ----- Init Vulkan graphics backend -----			
[10:52:13] vkGetPhysicalDeviceSurfaceCapabilitiesKHR failed. Error -1000000000			
[10:52:13] Error when initializing Vulkan renderer:			
Unable to retrieve physical device surface capabilities: -1000000000			

History

#1 - 03/28/2020 02:59 AM - Zalnor

- Status changed from New to Closed

Copy of issue [#240](#)

Files

Vulkan.jpg	23.6 KB	03/28/2020	CoolHot
------------	---------	------------	---------