

Cemu - Bug #402

Hyrule Historia - Crashes after Boot Splash

08/21/2020 09:19 PM - TheManuel

Status:	Accepted	Start date:	08/21/2020
Priority:	Normal		
Assignee:			
Category:	Compatibility		
API:	OpenGL, Vulkan	GPU Vendor/Model:	AMD RX 5700
Cemu Version:	1.22.10		
Description			
<p>Cemu crashes when launching this game, immediately after showing the wallpaper or splash image. It used to work with Cemu version cemu_1.16.1.</p> <p>Log after crash:</p> <pre>[21:15:07] ----- Init Cemu 1.20.2b ----- [21:15:07] Init Wii U memory space (base: 0x1f4aa6b0000) [21:15:07] mlc01 path: C:\Console\WiiU\cemu\mlc01\ [21:15:07] Cemuhook version: 0.5.7.3 [21:15:07] CPU: Intel(R) Core(TM) i3-8350K CPU @ 4.00GHz [21:15:07] RAM: 16329MB [21:15:07] Used CPU extensions: SSSE3, SSE4.1, AVX2, AES-NI [21:15:58] Loading PapyrusNative.rpx [21:15:58] ----- Init Vulkan graphics backend ----- [21:15:58] Using GPU: AMD Radeon RX 5700 [21:15:58] Driver version (as stored in device info): 00800091 [21:15:58] Enable robust buffer access [21:15:58] Vulkan device memory info: [21:15:58] Heap 0 - Size 7920MB Flags 0x00000003 [21:15:58] Heap 1 - Size 7908MB Flags 0x00000000 [21:15:58] Heap 2 - Size 256MB Flags 0x00000003 [21:15:58] Memory 0 - HeapIndex 0 Flags 0x00000001 [21:15:58] Memory 1 - HeapIndex 1 Flags 0x00000006 [21:15:58] Memory 2 - HeapIndex 2 Flags 0x00000007 [21:15:58] Memory 3 - HeapIndex 1 Flags 0x0000000e [21:15:58] Memory 4 - HeapIndex 0 Flags 0x000000c1 [21:15:58] Memory 5 - HeapIndex 1 Flags 0x000000c6 [21:15:58] Memory 6 - HeapIndex 2 Flags 0x000000c7 [21:15:58] Memory 7 - HeapIndex 1 Flags 0x000000ce [21:15:58] VK_FORMAT_D24_UNORM_S8_UINT not supported [21:15:58] VK_FORMAT_R4G4_UNORM_PACK8 missing features: COLOR_ATTACHMENT_COLOR_ATTACHMENT_BLEND [21:15:58] Vulkan: can't find mailbox present mode [21:15:58] Vulkan: can't find mailbox present mode [21:15:58] COS: System fonts found. Generated shareddata (25433KB) [21:15:58] Loaded RPL module papyrusnative (checksum 0x30D49C6A) [21:15:58] ----- Loaded title ----- [21:15:58] TitleId: 00050000-1014ca00 [21:15:58] TitleVersion: v0 [21:15:58] Update path: \ (not present) [21:15:58] AOC path: \ (not present) [21:15:58] Save path: \usr\save\00050000\1014CA00\user\ [21:15:58] Shader cache file: shaderCache\transferable\00050000\1014ca00.bin [21:15:58] gameprofile path: gameProfiles\default\00050000\1014ca00.ini [21:15:58] RPX hash (updated): 23dc034d [21:15:58] RPX hash (base): 23dc034d [21:15:58] Loaded module 'papyrusnative' with checksum 0x30d49c6a [21:15:58] RPL link time: 0ms [21:15:58] HLE scan time: 0ms [21:15:58] ----- Active settings ----- [21:15:58] CPU-Mode: Single-core recompiler [21:15:58] Load shared libraries: true [21:15:58] Use precompiled shaders: auto</pre>			

[21:15:58] Full sync at GX2DrawDone: true
[21:15:58] Async compile: true
[21:15:58] Console region: Auto
[21:15:58] Console language: English
[21:15:58] Vulkan-Info: Allocated additional memory for textures from device-local memory
[21:15:58] ----- Activate graphic packs -----
[21:15:58] Vulkan: can't find mailbox present mode
[21:15:58] Activate graphic pack: Hyrule Historia/Graphics/Resolution [Presets: 3840x2160]
[21:15:58] ----- Init Audio backend -----
[21:15:58] DirectSound: available
[21:15:58] XAudio 2.8: available
[21:15:58] ----- Run title -----
[21:15:58] Vulkan: can't find mailbox present mode
[21:15:58] Shader cache loaded with 5 shaders. Committed mem 70MB. Took 58ms
[21:15:58] Recompiler initialized. CPU extensions: LZCNT MOVBE AVX
[21:15:58] Custom timer mode: none
[21:15:59] IOSU_CRYPT0: No otp.bin found. Online mode cannot be used
[21:15:59] IOSU_CRYPT0: No Seeprom.bin found. Online mode cannot be used
[21:15:59] OSConsoleWrite: DEMO: Rendering TV:1920x1080 CB:TCS_R8_G8_B8_A8_SRGB DB:TCD_R32_FLOAT
ScanCB:TCS_R8_G8_B8_A8_SRGB AA:1X

[21:15:59] OSConsoleWrite: DEMO: Rendering DRC:854x480 CB:TCS_R8_G8_B8_A8_SRGB DB:TCD_R32_FLOAT
ScanCB:TCS_R8_G8_B8_A8_SRGB AA:1X Mode:Single

[21:15:59] IOSU_ACT: using account default in first slot
[21:15:59] Unsupported color texture format 0d04

Crashlog for Cemu 1.20.2b
Date: 21-08-2020 21:15:59

Stack trace

```
0x00007ff717b19d79 +0x00139d79 Cemu.exe    gameProfile_getCurrentCategoryName
0x00007ff717b1b167 +0x0013b167 Cemu.exe    gameProfile_getCurrentCategoryName
0x00007ff8f4c8802c +0x0007802c ntdll.dll    RtlDeleteAce
0x00007ff8f4c5b296 +0x0004b296 ntdll.dll    RtlRaiseException
0x00007ff8f4cafc4e +0x0009fc4e ntdll.dll    KiUserExceptionDispatcher
0x00007ff717c67b72 +0x00287b72 Cemu.exe    config_isGraphicPackEnabled
0x00007ff717c68a66 +0x00288a66 Cemu.exe    config_isGraphicPackEnabled
0x00007ff717c68fca +0x00288fca Cemu.exe    config_isGraphicPackEnabled
0x00007ff717c694f4 +0x002894f4 Cemu.exe    config_isGraphicPackEnabled
0x00007ff717c695f3 +0x002895f3 Cemu.exe    config_isGraphicPackEnabled
0x00007ff717b51515 +0x00171515 Cemu.exe    ExpressionParser_EvaluateToDouble
0x00007ff717d928df +0x003b28df Cemu.exe    osLib_registerHLEFunction
0x00007ff717b52fcb +0x00172fcb Cemu.exe    ExpressionParser_EvaluateToDouble
0x00007ff717d938e5 +0x003b38e5 Cemu.exe    osLib_registerHLEFunction
0x00007ff717d93c61 +0x003b3c61 Cemu.exe    osLib_registerHLEFunction
0x00007ff717d4131b +0x0036131b Cemu.exe    memory_getBase
0x00007ff717b4a6dc +0x0016a6dc Cemu.exe    ExpressionParser_EvaluateToDouble
0x00007ff717d9448c +0x003b448c Cemu.exe    osLib_registerHLEFunction
0x00007ff717bbc9a5 +0x001dc9a5 Cemu.exe    wxCheckTree::~wxCheckTree
0x00007ff717ae8649 +0x00108649 Cemu.exe    wxMainWindowCreated
0x00007ff71833358c +0x0095358c Cemu.exe    osLib_registerHLEFunction
0x00007ff8f35d6fd4 +0x00016fd4 KERNEL32.DLL BaseThreadInitThunk
0x00007ff8f4c5cec1 +0x0004cec1 ntdll.dll    RtlUserThreadStart
Exception 0xc0000094 at 0x7ff717c67b72(+0x287b72) in module Cemu.exe
cemu.exe at 0x7ff7179e0000
```

```
RAX=0000000000000100 RBX=0000000000000001 RCX=00000000ffffffd RDX=0000000000000000
RSP=0000002658efe700 RBP=0000000000000000 RDI=0000000000000001 RSI=0000000000000001
R8 =0000000000000000 R9 =0000000000000001 R10=0000000000000000 R11=0000000000000001
R12=0000000000000001 R13=00007ff7179e0000 R14=0000000000000000 R15=0000000000000001
```

Game info

Game: Legend of Zelda: Hyrule Historia [US v0]
TitleId: 500001014ca00
RPXHash: 23dc034d

Active PPC instance

Not active

PPC threads

7c2021f0 Ent 00000000 IP 00e0196c LR 0203840c SUSPENDED Aff 010 Pri 80 Name Default Core 1
7c32f820 Ent 00e0360c IP 00e0360c LR 00e00000 SUSPENDED Aff 010 Pri 14 Name NULL
1002f660 Ent 02015578 IP 02015698 LR 02015698 RUNNING Aff 001 Pri 80 Name File Loading Thread
10031d38 Ent 0201344c IP 02013498 LR 02013498 WAITING Aff 100 Pri 80 Name Decompression Thread

History

#1 - 04/12/2021 12:24 AM - Serfrost

- File *opengl_log.txt* added
- File *vulkan_log.txt* added
- Subject changed from *TLoZ: Hyrule Historia crashes after showing splash image upon startup with 1.20.2b* to *Hyrule Historia - Crashes after Boot Splash*
- Status changed from *New* to *Accepted*
- *Cemu Version* changed from *1.20.2b* to *1.22.10*

Tested and verified to still occur with 1.22.10

Files

opengl_log.txt	6.48 KB	04/12/2021	Serfrost
vulkan_log.txt	7.36 KB	04/12/2021	Serfrost