Cemu - Bug #403

crash after loading shaders

08/23/2020 03:57 PM - samsmall1983

Status:	Closed	**Start date:**	08/23/2020
Priority:	Normal		
Assignee:			
Category:	Compatibility		
API:		**GPU Vendor/Model:**	
Cemu Version:	1.20.2b		

Description

Hi All,
Cemu opens properly, seems to load game shaders then instantly closes when it reaches 100%. It still appears in the task manager as Wii U emulator but not in open apps, just running in the background.
It's never done this before and I have not had issues with it in the past. It doesn't matter what game I try, they all do the same loop/crash. get to 100% shader load then closes.
I have tried to roll back versions but the same thing happens even when trying to use previous versions I know worked. Really perplexed by this and was wondering if anyone can help? If you need a log of anything can someone post exactly how to get that information so I can post it for you please?

History

#1 - 08/23/2020 05:58 PM - samsmall1983

Here is the log once the crash happens:

[17:56:10] ------- Init Cemu 1.20.2b -------
[17:56:10] Init Wii U memory space (base: 0x25a07310000)
[17:56:10] mlc01 path: E:\Downloads\DATA\EUR\GAMES\
[17:56:10] Cemuhook version: 0.5.7.3
[17:56:10] CPU: AMD FX(tm)-9370 Eight-Core Processor

[17:56:10] RAM: 32721MB
[17:56:10] Used CPU extensions: SSSE3, SSE4.1, AES-NI
[17:56:25] Loading red-pro2.rpx
[17:56:26] Creating OpenGL canvas
[17:56:26] Loaded RPL module red-pro2 (checksum 0xFA29C89F)
[17:56:26] Thread quantum set to 100000
[17:56:26] ------- Loaded title -------
[17:56:26] TitleId: 00050000-10101e00
[17:56:26] TitleVersion: v80
[17:56:26] Update path: \usr\title\0005000e\10101e00\
[17:56:26] AOC path: \usr\title\0005000c\10101e00\
[17:56:26] Save path: \usr\save\00050000\10101E00\user\
[17:56:26] Shader cache file: shaderCache\transferable\0005000010101e00.bin
[17:56:26] gameprofile path: gameProfiles\0005000010101e00.ini
[17:56:26] RPX hash (updated): b3e03736
[17:56:26] RPX hash (base): 7ecb8e8b
[17:56:26] Loaded module 'red-pro2' with checksum 0xfa29c89f
[17:56:26] RPL link time: 78ms
[17:56:26] HLE scan time: 31ms
[17:56:26] ------- Active settings -------
[17:56:26] CPU-Mode: Single-core recompiler (gameprofile)
[17:56:26] Load shared libraries: true (gameprofile)
[17:56:26] Use precompiled shaders: auto (gameprofile)
[17:56:26] Full sync at GX2DrawDone: false
[17:56:26] Console region: Auto
[17:56:26] Console language: English
[17:56:26] ------- Init OpenGL graphics backend -------
[17:56:26] GL_VENDOR: ATI Technologies Inc.
[17:56:26] GL_RENDERER: AMD Radeon R9 200 Series
[17:56:26] GL_VERSION: 4.6.14736 Compatibility Profile Context 20.7.2 27.20.2001.9003
[17:56:26] OpenGL extensions:
[17:56:26] ARB_clip_control: available
[17:56:26] ARB_get_program_binary: available
[17:56:26] ARB_clear_texture: available
[17:56:26] ARB_copy_image: available

[17:56:26] NV_depth_buffer_float: available
[17:56:26] ------ Activate graphic packs ------
[17:56:26] Applying patch group 'NSMBUv64USv80EU'
[17:56:26] Activate graphic pack: New Super Mario Bros. U/Workarounds/Crash Fix
[17:56:26] Activate graphic pack: New Super Mario Bros. U/Graphics/Resolution [Presets: 1920x1080 (HD)]
[17:56:26] ------ Init Audio backend ------
[17:56:26] DirectSound: available
[17:56:26] XAudio 2.8: available
[17:56:26] ------ Run title ------
[17:56:26] Using precompiled shaders: true
[17:56:31] Shader cache loaded with 3909 shaders. Commited mem 471MB. Took 5173ms

It looks like the screen just goes away, processes still appear in task manager but do not appear to be active.

#2 - 08/23/2020 09:44 PM - Zalnor

- Status changed from New to Closed

Please do not use bug reports for troubleshooting help. For that use the Cemu discord. https://discord.gg/5psYsup