

## Cemu - Bug #434

### Vulkan VRAM leak

11/21/2020 12:10 PM - Garcia98

<b>Status:</b>	Closed	<b>Start date:</b>	11/21/2020
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	General		
<b>API:</b>	Vulkan	<b>GPU Vendor/Model:</b>	GTX 960M (2GB)
<b>Cemu Version:</b>	1.22.0h		
<b>Description</b>			
When using Vulkan the VRAM usage keeps growing and it never seems to deallocate memory, this does not happen with OpenGL.			
The bug is very easy to reproduce on Breath of the Wild, if you're using Vulkan and you open the map it will allocate VRAM for it and it will never deallocate it after you close it. On the other hand when you open the map on OpenGL it will allocate VRAM too but it will quickly deallocate it a few seconds after you close it.			
It's worth noting that even once the VRAM usage reaches 100% I don't experience any major slowdown.			

### History

#1 - 04/02/2021 09:28 AM - Exzap

- Status changed from New to Closed

This is pretty much by design. For sake of stability Cemu's Vulkan memory manager uses a greedy design where it will hold on to most allocated memory forever. It still frees up resources and reuses memory internally, there isn't an actual leak.

We'd like to change it make it more like OpenGL where unused memory is returned immediately to the driver, but that would come with a performance cost and also is non-trivial to implement.

As it is now, if you need lower RAM consumption use OpenGL.

### Files

log.txt	6.47 KB	11/21/2020	Garcia98
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