

Cemu - Bug #448

Pikmin 3 - Random crashes

12/22/2020 05:20 PM - Diatorker

Status:	New	Start date:	12/22/2020
Priority:	Normal		
Assignee:			
Category:	Compatibility		
API:	Vulkan	GPU Vendor/Model:	Radeon RX 5700XT
Cemu Version:	1.22.2		

Description

Pikmin 3 Randomly crashes during gameplay when using Vulkan.

When reading the logs, it seems that it crashes due to a vulkan error.

There appear to be no specific event in my knowledge for the game to crash. It happened randomly during :

- level selection screen
- day gameplay in third level
- day report screen before auto save (mainly there, which is quite frustrating btw)

The game seems to be more stable using OpenGL

Files

pikmin-crash_log.txt	7.81 KB	12/22/2020	Diatorker
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