

Cemu - Bug #475

Random Mario Kart 8 crashes with Vulkan

02/09/2021 05:13 PM - tobr

Status:	Closed	Start date:	02/09/2021
Priority:	Normal		
Assignee:			
Category:	Compatibility		
API:	OpenGL	GPU Vendor/Model:	Intel UHD 630
Cemu Version:	All		
Description As the title says there are random crashes after one or two races finished, in Mario Kart 8 if you enable Vulkan. It only doesn't crash when you enable Single Core Recompiler, OpenGL and GX2DrawDone(). USED: Intel UHD 630 Graphics			

History

#1 - 03/13/2021 10:05 AM - tobr

P.S: It's not because the iGPU is too weak. I can play all the time with 60 FPS

#2 - 04/02/2021 09:20 AM - Exzap

- Status changed from New to Closed

iGPU graphic drivers have a tendency to crash when low on RAM, but thats just a guess since you didn't provide enough info. Either way this is more of a troubleshooting request than a bug report so I am closing this. If you are convinced that it is Cemu's fault, you can open a new issue. But try to provide as much information as possible, including your log.txt file from the Cemu folder after it crashes.