

Cemu - Bug #486

Shader Cache Bug (Bloating Cache)

02/17/2021 12:29 PM - paulohenrique0349

Status:	Closed	Start date:	02/17/2021
Priority:	Normal		
Assignee:			
Category:	General		
API:	OpenGL, Vulkan	GPU Vendor/Model:	NVIDIA GTX 1070
Cemu Version:	1.22.6c		

Description

After Cemu version 1.22.4, the generation of Shader Cache has a problem. The emulator is always generating Shaders for the same location of the game, bloating the Cache, storing Shaders that are not needed. At the beginning of the game Zelda Breath of the Wild, for example, when leaving the resurrection chamber, taking the Sheikah Slate and going through the door, Cemu generates some Shaders in the cache. When saving the game, closing the emulator and redoing the process, Cemu is endlessly generating Shaders for this same location, no matter how many times the process is repeated.

This occurs in all versions after 1.22.4.

History

#1 - 02/19/2021 11:28 AM - paulohenrique0349

Even remaking the shader cache from scratch, the problem always occurs at that specific point of the game.

Until version 1.22.3 the generation of shaders is working correctly. After this version, the problem started to happen.

The problem is present in the latest versions released: 1.22.4, 1.22.5 and 1.22.6.

#2 - 02/21/2021 05:25 AM - Exzap

I am pretty sure what you are considering infinite shaders is actually a bunch of various internal system shaders Cemu generates while playing the game. These don't get cached since they don't cause any stutter. But they do show up in the compilation statistic which can be a bit confusing.

Either way, I tried to replicate your issue by replaying the intro a couple of times, starting with an empty shader cache. After the third attempt I get practically zero shader compilation (not counting the earlier mentioned system shaders, these were always the same 3-5 per run). Occasionally there is a stray single shader but that can be explained by the game using lots of RNG (for weather, wildlife, particles, etc.) and it's always behaved like that.

I also gave 1.22.3 a quick try and the results match latest Cemu.

#3 - 02/22/2021 12:05 PM - paulohenrique0349

I mean the first door that Link goes through after waking up from his long sleep. Even before opening the chests and getting the first clothes.

When passing through this port specifically, some shaders are always generated and these shaders are certainly being stored in the cache, as the shader counter at the beginning of the game becomes bigger and bigger.

I performed the test more than 8 times and Cemu 1.22.4, 1.22.5 and 1.22.6 persists in generating these shaders.

In version 1.22.3 this does not happen. After two or three attempts, Cemu no longer generates any cache for this location.

#4 - 02/22/2021 12:12 PM - Exzap

As I said, I can't replicate.

What settings are you using? Can you post full log.txt

#5 - 03/15/2021 07:14 PM - Zalnor

- Status changed from New to Closed