

Cemu - Bug #495

Lego Batman 3: Beyond Gotham - Black Screen

03/07/2021 07:31 PM - Bigsir

Status:	New	Start date:	03/07/2021
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	Vulkan	GPU Vendor/Model:	AMD
Cemu Version:	1.22.7		
Description			
When I set the API to Vulkan it plays the intro video but than it goes blank and only th audio plays. When I have it to OpenGL the game loads how can I fix this?			

History

#1 - 03/12/2021 01:35 PM - mamareesxata

Bigsir wrote:

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I noticed the same error in LEGO Dimensions. Vulkan = black screen, music play, but cannot skip. OpenGL goes normal.

If I remove Vulkan shader cache, the first time that the cache was rebuild not appears the problem. Only have a black screen if the shader cache is not empty.

#2 - 03/12/2021 01:39 PM - mamareesxata

mamareesxata wrote:

Bigsir wrote:

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In my case GPU Vendor/Model is NVIDIA Geforce GTX 1650 SUPER with latest Game Ready drivers v461.72.

But I have the same problem before bought NVIDIA card, on Intel HD Graphics 630.

#3 - 04/13/2021 04:51 PM - Serfrost

- Subject changed from *Lego batman 3: Beyond Gotham* to *Lego Batman 3: Beyond Gotham - Black Screen*

#4 - 07/30/2021 01:13 PM - Berny23

I have the same problem with Lego Dimensions. It only works with OpenGL and has vertex explosions (or flickering) in some parts of the intro scene.

Files

log.txt	330 Bytes	03/07/2021	Bigsir
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