

Cemu - Bug #567

Emulator Lags When Using "Game Capture" in Streamlabs OBS

08/27/2021 06:32 AM - RayOfSpeed

Status:	Closed	Start date:	08/27/2021
Priority:	Normal		
Assignee:			
Category:	Compatibility		
API:	Vulkan	GPU Vendor/Model:	GeForce RTX 2070
Cemu Version:	1.25.2		

Description

ISSUE: Capturing any game with Streamlabs OBS' "Game Capture" feature causes emulator to lag significantly.
WORKAROUND: Use "Window Capture" instead of "Game Capture".

When capturing any game with Streamlabs OBS' "Game Capture" feature, the emulator lags considerably. Initially I chalked this up to inefficient processing, but some more investigating indicated that it's an issue *exclusively* with Streamlabs' "Game Capture" feature. Streaming it to Discord, either through screenshare or Discord's game streaming function, causes no issues, and capturing that output with Streamlabs also causes no problems. Additionally, simply using "Window Capture" to capture the emulator causes no problems. (It did cause Breath of the Wild - running at 1080p, no less - to occasionally drop from a stable 30fps to 29-and-a-fraction fps, but this kind of performance hit is to be expected.) Therefore, the problem is being caused somewhere with how Cemu interacts with SLOBS' Game Capture feature.

System Specs:

Processor Intel(R) Core(TM) i7-10700K CPU @ 3.80GHz 3.79 GHz
Installed RAM 32.0 GB
System type 64-bit operating system, x64-based processor

History

#1 - 08/27/2021 07:12 AM - Zalnor

- Status changed from New to Closed

This bug tracker is for cemu bugs only. Cemu devs have no responsibility to fix cemus compatibility with 3rd party programs such as screen recorders. On that note regular OBS captures cemu just fine for me. I suggest you report this issue to the Streamlabs team.

Files

log.txt	380 KB	08/27/2021	RayOfSpeed
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