

Cemu - Bug #620

Cemu Exits instantly when No audio output devices are enabled/detected

02/12/2022 04:28 PM - moccoor

Status:	New	Start date:	02/12/2022
Priority:	Normal		
Assignee:			
Category:	Sound		
API:	OpenGL, Vulkan	GPU Vendor/Model:	Intel HD630
Cemu Version:	1.26.1		

Description

When running a game in Cemu with all Windows audio output devices disabled, Cemu will exit instantly.

For example - Using a PC with no speakers/headphones, accessing it via RDP and running a game will cause it to exit immediately. However enabling an audio device or turning on a TV, it will work fine.

Crem figured out that disabling the TV audio device in the Cemu settings fixes this, since I assume it won't check for audio devices that don't exist.

Files

log.txt	2.56 KB	02/12/2022	moccoor
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