

Cemu - Bug #682

Vulkan Errors crashing BoTW to desktop

09/08/2023 06:06 AM - nish_1456

Status:	New	Start date:	09/08/2023
Priority:	Normal		
Assignee:			
Category:	Graphic		
API:	Vulkan	GPU Vendor/Model:	NVIDIA RTX 2060
Cemu Version:	1.26.2f		

Description

Breath of the Wild keeps crashing randomly to desktop when using Vulkan renderer. The crashes happen on both the 1.26.2f and the latest 2.0. When I checked the log file it gives the following errors:

vkWaitForFences: Returned unhandled error -4

Unrecoverable error in Vulkan renderer

Msg: failed to submit command buffer. Error -4

My game files are all intact and verified. I already tried updating my GPU drivers to the latest version, updating windows to the latest version, removing the shader cache and starting a new one, did the DDU thrice on my NVIDA RTX 2060 driver, removing all the graphic packs and the mods but still the issue persists. I've seen a few people with this issue but apparently it still hasn't been fixed yet and I figure it's a bug with the Vulkan API on Cemu that is causing the problem.

Files

log.txt	5.52 KB	09/08/2023	nish_1456
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