

Emulator - Emulator Issues #11386

Super Mario Sunshine stops when using Vulkan Backend

09/10/2018 08:21 PM - Jabasgo2

Status:	New	% Done:	0%
Priority:	Normal		
Assignee:	Stenzek		
Category:			
Target version:			
Operating system:	N/A	Relates to performance:	No
Issue type:	Bug	Easy:	No
Milestone:		Relates to maintainability:	No
Regression:	No	Regression start:	
Relates to usability:	No	Fixed in:	
Description			
Game Name?			
Super Mario Sunshine (Disc 0, Revision 0)			
Game ID?			
GMSE01			
MD5 Hash?			
0c6d2edae9fdf40dfc410ff1623e4119			
What's the problem? Describe what went wrong.			
When trying to play Super Mario Sunshine using the Vulkan Backend, the game suddenly stops after a while and a prompt with the following message appears:			
"Failed to submit command buffer"			
Then I get the choice to press either "OK" or "Ignore for this session".			
After clicking on either one the whole program freezes.			
What steps will reproduce the problem?			
<ol style="list-style-type: none">1. Set Backend to Vulkan2. Open Super Mario Sunshine3. Wait a few seconds for the "Failed to submit command buffer" message to appear.			
Is the issue present in the latest development version? For future reference, please also write down the version number of the latest development version.			
Dolphin 5.0-8716			
Is the issue present in the latest stable version?			
No, as there is no Vulkan Backend in the latest stable version. 5.0			
What are your PC specifications?			
CPU: Intel Core i5 6600K GPU: AMD Radeon RX 480			

OS: Windows 10 Version 1803
AMD Driver Version: 18.8.2

Is there anything else that can help developers narrow down the issue?

Screenshot of the Problem:
<http://i.imgur.com/04DfuCag.png>

History

#1 - 09/23/2018 10:53 AM - Techjar

Try single core.

#2 - 09/23/2018 11:18 AM - Jabasgo2

Unfortunately disabling dual core doesn't fix the problem.

#3 - 09/23/2018 11:33 AM - Techjar

I can't reproduce this on NVIDIA graphics, so it might be related to AMD graphics somehow.

#4 - 09/23/2018 11:44 AM - Techjar

Edit your user config for the game and adding the following, then see if you still get the error.

```
[Graphics.GameSpecific]
PerfQueriesEnable = False
```

Do not keep this setting, however, as disabling perf queries breaks Scrubbing Sirena Beach (mission completes instantly because the game can't read where the goop is, though I guess that could be a good thing haha).

#5 - 09/23/2018 11:58 AM - Jabasgo2

I've been playing for a while and it seems like this fixes the problem without causing any further issues.

#6 - 09/23/2018 12:03 PM - Techjar

Yeah, I guess our Vulkan implementation of perf queries is broken on AMD. Like I said, disabling them breaks the Scrubbing Sirena Beach episode, so just use a different backend for now.

#7 - 09/23/2018 12:04 PM - Jabasgo2

I also remember that Super Mario Sunshine used to work without problems, but it seems like it stopped working after a driver update. Back then I thought if I waited long enough the issue would 'fix itself'.

#8 - 09/23/2018 12:04 PM - Jabasgo2

Thank you very much for your help.

#9 - 09/23/2018 12:07 PM - Bhaal

Jabasgo2 wrote:

I also remember that Super Mario Sunshine used to work without problems, but it seems like it stopped working after a driver update. Back then I thought if I waited long enough the issue would 'fix itself'.

Do you happen to know both old (where it worked) and new (where it broke) driver versions?

#10 - 09/23/2018 12:36 PM - Jabasgo2

No I don't. It's already been months since it last worked.

#11 - 11/07/2018 05:51 PM - JMC4789

- Assignee set to Stenzek

#12 - 11/15/2018 03:39 PM - srkk

Worked to 18.3.2

Broken After 18.3.3

It corresponds to Vulkan 1.1 in 18.3.3