

Emulator - Emulator Issues #11502

MTLCompilerService crash on MacOS using Vulkan

12/27/2018 01:06 PM - Crosma

Status: Won't fix	% Done: 0%
Priority: Normal	
Assignee:	
Category:	
Target version:	
Operating system: OS X	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

What's the problem? Describe what went wrong.

On macOS High Sierra, MTLCompilerService crashes during shader compile.

What steps will reproduce the problem?

1. Choose Vulkan renderer.
2. Load game.
3. Shader compiling appears to be very slow, then graphics are rendered without shaders.

Is the issue present in the latest development version? For future reference, please also write down the version number of the latest development version.

5.0-9211

What are your PC specifications? (CPU, GPU, Operating System, more)

macOS 10.13.6
Intel HD Graphics 6000 1536 MB

Is there anything else that can help developers narrow down the issue? (e.g. logs, screenshots, configuration files, savefiles, savestates)

Attached crash report.

History

#1 - 01/28/2019 12:55 AM - Stenzek

- Status changed from New to Won't fix
- Operating system OS X added
- Operating system deleted (N/A)

I believe this is fixed in macOS 10.14. We don't support Vulkan/Metal on macOS 10.13 due to this issue, and others. See <https://github.com/dolphin-emu/dolphin/pull/7734>

Files

MTLCompilerService_2018-12-26-012246_Pauls-MacBook-Air.crash 41.4 KB

12/27/2018

Crosma