

## Emulator - Emulator Issues #11516

videobackends\vulkan\vulkanloader.cpp:331 E[Video]: (SubmitCommandBuffer) vkQueueSubmit failed: (-4: VK\_ERROR\_DEVICE\_LOST) | common\msghandler.cpp:92 E[MASTER]: Warning: Failed to submit command buffer.

01/04/2019 06:25 AM - ELROD

<b>Status:</b> New	<b>% Done:</b> 0%
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Operating system:</b> N/A	<b>Relates to performance:</b> No
<b>Issue type:</b> Bug	<b>Easy:</b> No
<b>Milestone:</b>	<b>Relates to maintainability:</b> No
<b>Regression:</b> No	<b>Regression start:</b>
<b>Relates to usability:</b> No	<b>Fixed in:</b>

**Description**

**Game Name?**

Timesplitters Future Perfect

**Game ID?** (right click the game in the game list, properties, info tab)

G3FE69

**MD5 Hash?** (right click the game in the game list, properties, info tab, MD5 Hash: Compute)

af8710863bad728de9a26231d398e99b

**What's the problem? Describe what went wrong.**

47:24:749 videobackends\vulkan\vulkanloader.cpp:331 E[Video]: (SubmitCommandBuffer) vkQueueSubmit failed: (-4: VK\_ERROR\_DEVICE\_LOST)  
47:24:749 common\msghandler.cpp:92 E[MASTER]: Warning: Failed to submit command buffer.

**What steps will reproduce the problem?**

1. Use Vulkan Backend.
2. Start game.
3. Error.

DX11 Backend has no problems.

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

1. Yes.
2. Version (5.0-9289).

**Is the issue present in the latest stable version?**

N/A

**If the issue isn't present in the latest stable version, which is the first broken version?** (You can find the first broken version by bisecting. Windows users can use the tool <https://forums.dolphin-emu.org/Thread-green-notice-development-thread-unofficial-dolphin-bisection-tool-for-finding-broken-builds> and anyone who is building Dolphin on their own can use git bisect.)

Don't know. Just tested for the first time with latest Dolphin.

**If your issue is a graphical issue, please attach screenshots and record a three frame fifolog of the issue if possible. Screenshots showing what it is supposed to look like from either console or older builds of Dolphin will help too. For more information on how to use the fifoplayer, please check here: <https://wiki.dolphin-emu.org/index.php?title=FifoPlayer>**

N/A

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

- Radeon Software Version - 18.12.3
- Radeon Software Edition - Adrenalin 2019
- Graphics Chipset - Radeon (TM) RX 480 Graphics
- Memory Size - 8192 MB
- Memory Type - GDDR5
- Core Clock - 1306 MHz
- Windows Version - Windows 10 (64 bit)
- System Memory - 32 GB
- CPU Type - Intel(R) Core(TM) i7-6700K CPU @ 4.00GHz

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

Not for now, but let me know if you need more info.

## History

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#1 - 01/10/2019 04:07 PM - ELROD

Still happening with release 5.0-9322.