

Emulator - Emulator Issues #11656

Dx12 Freezing Entire System

04/01/2019 07:47 PM - shatteredlites

Status: New	% Done: 0%
Priority: Normal	
Assignee:	
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?

[Metroid Prime + Possibly any others]

Game ID?

[GM8E01]

MD5 Hash?

[269b4eed9d00e78b88231bd92b3e9e53]

What's the problem? Describe what went wrong.

[Using DX12 ingame for a few mins will cause Dolphin along with the entire System to Freeze needing a forced restart]

What steps will reproduce the problem?

[Start Game and Run around a bit till the entire system freezes. seems to happen while shaders are compiling ingame]

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

[5.0-9888]

Is the issue present in the latest stable version?

[No]

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.)

[5.0-9878]

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

[AMD RX 480 4GB, i5 6402p 8GB, Windows 10]

History

#1 - 04/01/2019 11:49 PM - shatteredlites

This issue is resolved when Ubershaders are disabled

#2 - 04/01/2019 11:55 PM - JMC4789

Thank you for the report, we're looking into it.

#3 - 04/02/2019 02:42 AM - JMC4789

It would help a lot if you could confirm if this is happening on other games, if various settings affect it. We're not able to reproduce this issue.

#4 - 04/02/2019 04:02 AM - shatteredlites

JMC4789 wrote:

It would help a lot if you could confirm if this is happening on other games, if various settings affect it. We're not able to reproduce this issue.

is there a way to record a log that will still be there upto the moment it freezes and I have to force restart?

#5 - 04/02/2019 04:11 AM - shatteredlites

JMC4789 wrote:

It would help a lot if you could confirm if this is happening on other games, if various settings affect it. We're not able to reproduce this issue.

so I usually have Hybrid ubershaders on and differ EFB copies on. flipping off Differ efb copies and turning Hybrid on kept the game from crashing.

#6 - 04/02/2019 04:21 AM - shatteredlites

I guess you can close this now cause I cant repro anymore after Updating my Drivers

#7 - 04/02/2019 04:29 AM - shatteredlites

wait tried starfox adventures and it caused the GPU to crash using Ubershaders Hybrid and Differ EFB copies

#8 - 04/02/2019 05:14 AM - JMC4789

Is it just with defer EFB copies? I assume it's random, but, if you can 100% confirm that's the issue, it helps a lot.

#9 - 04/02/2019 05:32 AM - shatteredlites

JMC4789 wrote:

Is it just with defer EFB copies? I assume it's random, but, if you can 100% confirm that's the issue, it helps a lot.

I haven't been able to get Metroid prime to crash again regardless of settings it has long stutters but no crash. starfox adventure dx12 crashes the gpu and cant get past the title screen.

#10 - 04/02/2019 05:35 AM - JMC4789

If you record a fifolog in another backend in Star Fox Adventure and play it back in D3D12, does it also crash the driver? I'll be testing this myself soon.

#11 - 04/02/2019 05:43 AM - shatteredlites

JMC4789 wrote:

If you record a fifolog in another backend in Star Fox Adventure and play it back in D3D12, does it also crash the driver? I'll be testing this myself soon.

not sure ill give it a shot

#12 - 04/02/2019 05:52 AM - shatteredlites

JMC4789 wrote:

If you record a fifolog in another backend in Star Fox Adventure and play it back in D3D12, does it also crash the driver? I'll be testing this myself soon.

got a log if you need it. it was recorded on dx11 and playing it back on dx12 gets as far as the Nintendo logo then goes black

PS cant attach fifo log since it exceeds 5mb

#13 - 04/02/2019 05:53 AM - shatteredlites

the fifo wont crash the GPU but it wont render beyond the logo. going all in on dx12 will crash it though

#14 - 04/02/2019 05:58 AM - JMC4789

fifologs are meant to be short recordings of GPU commands... you'd want to record in a consistent spot it crashes.

#15 - 04/02/2019 06:07 AM - shatteredlites

JMC4789 wrote:

fifologs are meant to be short recordings of GPU commands... you'd want to record in a consistent spot it crashes. it happens as the logo transitions into the game so its a bit hard to pinpoint but somewhere between the 120 frames I recorded

#16 - 04/02/2019 06:11 AM - shatteredlites

- File sf.7z added

JMC4789 wrote:

fifologs are meant to be short recordings of GPU commands... you'd want to record in a consistent spot it crashes.

managed to fit it into 30 frames

#17 - 04/02/2019 06:16 AM - JMC4789

I noticed a gigantic delay when loading the main menu, but on single core there is no crash or driver error (NVIDIA.)

#18 - 04/02/2019 06:20 AM - shatteredlites

I always use single core except on some wii games

#19 - 04/02/2019 06:27 AM - shatteredlites

ugh I cant repro the crash in starfox anymore even after clearing catch im just gonna say the is an amd issue

#20 - 04/02/2019 07:49 AM - JMC4789

Don't worry about it. Keep letting us know if you can narrow down reproduction steps. Thank you for your reports.

#21 - 04/03/2019 02:32 AM - shatteredlites

JMC4789 wrote:

Don't worry about it. Keep letting us know if you can narrow down reproduction steps. Thank you for your reports.

Idk what went wrong or why the crashes happened but I cant repro them anymore whatever it was corrected itself after running safely in another renderer and even after deleting the cache im still unable to repro. maybe my GPU keeps a cache somewhere idk

#22 - 04/06/2019 11:16 AM - markwest76

I had the same problem with an RX570 and drivers 19.2.2, but now with 19.4.1 everything seems to be ok...

#23 - 04/07/2019 01:49 AM - shatteredlites

markwest76 wrote:

I had the same problem with an RX570 and drivers 19.2.2, but now with 19.4.1 everything seems to be ok...

yea same here. haven't had anymore crashes or errors lately

#24 - 04/09/2019 03:51 AM - shatteredlites

Mario Sunshine crashed the GPU today and after the GPU recovers the game continues with a black screen running very slow

#25 - 04/09/2019 03:54 AM - shatteredlites

- File *Dxqin8FWkAA8QtL.jpg* added

when the crash doesn't happen I get this

#26 - 04/17/2019 04:26 PM - markwest76

Games using the Unreal engine used to crash my entire system if I didn't set the RX570 core from 1244 to 1165 mhz, so you might want to try using the Wattman driver utility to downclock you gpu and see if DX12 still causes problems...

#27 - 04/18/2019 10:29 PM - shatteredlites

markwest76 wrote:

Games using the Unreal engine used to crash my entire system if I didn't set the RX570 core from 1244 to 1165 mhz, so you might want to try using the Wattman driver utility to downclock you gpu and see if DX12 still causes problems...

nah thats not the issue. oh well DX12 isnt any better then Vulkan it would be if it gave a stutter free experience like in dx11 with ubershaders but it doesnt.

#28 - 04/19/2019 04:49 PM - JMC4789

It looks like a driver issue out of our control. We'd need someone to run D3D12 on a dev machine and monitor what's going on when the driver is going through it's problem.

#29 - 04/19/2019 07:11 PM - shatteredlites

JMC4789 wrote:

It looks like a driver issue out of our control. We'd need someone to run D3D12 on a dev machine and monitor what's going on when the driver is going through it's problem.

Mario Sunshine is your best bet it has issues every time its run. this issue isnt really about freezing the system anymore as much as its about crashing the Driver

#30 - 05/04/2019 07:24 PM - Zinx

Yep getting random freezes and lockups playing games like Super Mario Sunshine.

Files

sf.7z	2.37 MB	04/02/2019	shatteredlites
Dxqin8FWkAA8QtL.jpg	179 KB	04/09/2019	shatteredlites