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45:15:398 VideoBackends/Vulkan/VulkanLoader.cpp:219 E[Video]: (WaitForCommandBufferCompletion) vkWaitForFences failed: (-4: VK_ERROR_DEVICE_LOST)
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What steps will reproduce the problem?

1. Use vulkan backend
2. boot the game

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

Yes(5.0-10910)

Is the issue present in the latest stable version?

not tested because I couldn't compile 5.0 stable

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.)

not bisected yet because it takes much times to compile dolphin on jetson nano but atleast broken revision is between 5.0-6486 and 5.0-9459

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

Jetson Nano Developer Kit
SoC: Tegra X1

History

#1 - 09/16/2019 01:18 AM - container1234

DolphinQt 5.0-6486 cause the same issue, but DolphinWx 5.0-8000 works so Qt GUI may have some kind of problem.