

Emulator - Emulator Issues #12083

[Feature Request] Set Default Backend to Vulkan

05/02/2020 06:14 PM - toadandthemole

Status:	Questionable	% 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			
I have noticed alot of users have been having performance issues and a lot of these are resolved by swapping the backend to Vulkan.			
Given this, would it be wise to have the default Backend as Vulkan as opposed to OpenGL?			
Maybe there is a good reason it is OpenGL, happy for this to be closed if this is the case.			

History

#1 - 05/03/2020 08:41 AM - JosJuice

A problem with Vulkan is that it doesn't work on all computers, unlike OpenGL, which works on nearly anything (except computers that are too old to support Vulkan anyway, and Windows 10 on ARM, which also doesn't support Vulkan). Having Dolphin not work at all with the default settings for some people is worse than having the performance be a little lower than it could be, at least in my opinion.

#2 - 05/03/2020 05:50 PM - toadandthemole

Is dolphin OS aware? Or hardware aware? This could be used to direct initial configuration. Just a thought, I know this is quality of life and would certainly exist as a low priority/severity.

#3 - 10/19/2020 11:42 PM - Billiard26

- Status changed from New to Questionable

I'd vote against this for things that Jos mentioned.