

## Emulator - Emulator Issues #12084

### [Windows, Vulkan] Screen goes black with MSI Afterburner's overlay on

05/03/2020 04:22 AM - AkiraJkr

<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>	
<b>Description</b>			
The screen seems to turn black when you end up enabling MSI Afterburner's overlay to check stats, however, this issue seems to be exclusive to Vulkan, as I've tested, and this does not occur with neither D3D11/12 or OGL.			
<b>How to reproduce:</b>			
Start MSI Afterburner Make sure the Render Backend is in Vulkan Press Ctrl+H to enable the overlay Screen turns black.			
This was tested in Dolphin 5.0-11991, the latest dev build that was available when I tested.			
[PC specs]			
Intel i5 650 3.20Ghz 2 cores(4 logical) 4 threads Geforce GT 1030 GDDR5 4 GB RAM			
Preview images of every backend tested, on the exact same screen(although the black screen happens no matter if it's in an in-game scenario, or a menu.			
unknown.png unknown.png unknown.png unknown.png			