

Emulator - Emulator Issues #12161

Mario Kart Wii's Bowser's Castle freezes on MoltenVK; takes the entire host with it

06/20/2020 12:27 PM - LIJI

Status: Questionable	% Done: 0%
Priority: Normal	
Assignee:	
Category:	
Target version:	
Operating system: OS X	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?	
Mario Kart Wii	
Game ID?	
RMCP01 (00010004524d4350)	
MD5 Hash?	
d251622d5027f0cb97b9677b3649dbc4	
What's the problem? Describe what went wrong.	
Loading Bowser's Castle on Mario Kart Wii while using the Vulkan driver (via MoltenVK) freezes Dolphin. If Dolphin is in full screen, or Dolphin isn't killed soon after this happens, it seems to take the entire host's graphics stack with it (Killing Dolphin, windowserver or loginwindow via SSH will not restore the display, which no longer updates). It does not happen under the OpenGL driver, and does not seem to be affected by any other setting.	
What steps will reproduce the problem?	
Start Bowser's Castle on Mario Kart Wii. Rarely, it happens mid-course on other courses as well, but this way is 100% reproducible.	
Is the issue present in the latest development version? For future reference, please also write down the version number of the latest development version.	
Haven't tested, only tested latest beta (5.0-11991)	
Is the issue present in the latest stable version?	
Latest stable doesn't have a Vulkan driver on macOS AFAIK.	
What are your PC specifications? (CPU, GPU, Operating System, more)	
Late 2019 Retina iMac 27" running macOS Mojave 10.14.6 3.6 GHz Intel Core i9 40 GB 2667 MHz DDR4 Radeon Pro 580X 8 GB	

History

#1 - 09/11/2020 10:01 AM - JMC4789

- *Status changed from New to Questionable*
- *Operating system OS X added*
- *Operating system deleted (N/A)*

This is likely an issue with MoltenVK rather than Dolphin as our standard Vulkan backend works fine.