

## Emulator - Emulator Issues #12268

### Problem using Direct3D11 with Radeon 540x

09/20/2020 04:11 AM - Jochuan

|                                 |                                       |
|---------------------------------|---------------------------------------|
| <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>                      |

**Description**

**Game Name?**

Legend of zelda Twilight Princess

**Game ID?** (right click the game in the game list, Properties, Info tab)

GZ2E01

**MD5 Hash?** (right click the game in the game list, Properties, Verify tab, Verify Integrity button)

7c8f991667d31b3918a5b8716fb7c1ce

**What's the problem? Describe what went wrong.**

When i try to use the direct3D 11 render with my dedicated graphic card the emulator stops working

**What steps will reproduce the problem?**

I am using a notebook with radeon540x and when i change the render method to direct3D11 using the radeon540x the emulator stops working, but if use the Vega 8 GPU it works fine.

5.0-12660

**Is the issue present in the latest stable version?**

Yes 5.0-12660

**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.)

[First broken version number here (if applicable)]

**If your issue is a graphical issue, please attach screenshots and record a three frame fifolog of the issue if possible. Screenshots showing what it is supposed to look like from either console or older builds of Dolphin will help too. For more information on how to use the fifoplayer, please check here: <https://wiki.dolphin-emu.org/index.php?title=FifoPlayer>**

[Attach any fifologs if possible, write a description of fifologs and screenshots here to assist people unfamiliar with the game.]

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

CPU: AMD Ryzen 5 3500u with radeon Vega mobile Gfx, 2.10ghz, 8gb of ram, Windows 10 64bits, GPU 1:Vega 8, GPU2:Radeon 540x

**Is there anything else that can help developers narrow down the issue? (e.g. logs, screenshots, configuration files, savefiles, savestates)**

This is probably happening after i updated the video drivers since it was working with the Radeon540x before, but other games like GTA V are working so i think that it is some kind of conflict of the emulator and the video drivers.