

Emulator - Emulator Issues #12275

Dolphin randomly crashes when leaving fullscreen with Vulkan

09/23/2020 01:26 AM - danileon95

Status: New	% 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

Game Name?

All games? (Mario Sunshine and Mario Galaxy tested)

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

[Put Game ID here]

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

[Put MD5 Hash here]

What's the problem? Describe what went wrong.

When leaving fullscreen using the Vulkan backend, there's a change that Dolphin will crash with a "Failed to submit command buffer" message.

What steps will reproduce the problem?

With the Vulkan backend and borderless window disabled, press alt+enter multiple times until Dolphin eventually crashes.

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

5.0-12665

Is the issue present in the latest stable version?

I don't think the stable Dolphin version has a Vulkan backend.

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)

It's a laptop.
i7 9750H
RTX 2070
32 GB RAM
Windows 10 64 bit

Please note that this is a Nvidia Optimus laptop, meaning it has 2 graphics cards. There are 2 monitors, the internal one and an external one. The internal screen is wired to the intel GPU, while the external monitor is wired to the Nvidia GPU directly. I'm playing Dolphin on the external monitor. I'm not sure if this could have anything to do with this, but just in case.

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

[Anything else here]

History

#1 - 09/23/2020 01:31 AM - JMC4789

Does this happen with dualcore disabled?

#2 - 09/23/2020 03:43 AM - danileon95

JMC4789 wrote:

Does this happen with dualcore disabled?

Yes. I don't use dual core mode.

#3 - 09/23/2020 04:28 PM - JMC4789

Can you try to bisect to see if this is a regression? I can't get this to happen on my GTX 1070.

#4 - 09/23/2020 04:41 PM - danileon95

JMC4789 wrote:

Can you try to bisect to see if this is a regression? I can't get this to happen on my GTX 1070.

The bisect tool for Windows is broken, and I'm not familiar with git bisect. I guess I can try to learn it, but in the meantime, does anyone in the team have access to the setup I mentioned? Nvidia Optimus laptop, and Dolphin running in an external monitor that is wired to the Nvidia GPU. I have a feeling it's related to that somehow.