Emulator - Emulator Issues #10014

Harry Potter: PoA freeze completely for several seconds

01/04/2017 02:00 AM - azteca

Status:	Duplicate	**% Done:**	0%
Priority:	Normal		
Assignee:			
Category:			
Target version:			
Operating system:	N/A	**Relates to performance:**	Yes
Issue type:	Bug	**Easy:**	No
Milestone:		**Relates to maintainability:**	No
Regression:	No	**Regression start:**	
Relates to usability:	No	**Fixed in:**	

Description

Game Name?

Harry

Game ID? (right click the game in the game list, properties, info tab)

GAZE69

MD5 Hash? (right click the game in the game list, properties, info tab, MD5 Hash: Compute)

7a064f4fcdd9a320b626899c3cc41200

What's the problem? Describe what went wrong.

[Description here]

What steps will reproduce the problem?
Load to main menu. Start new game. After opening cutscene of trio on train talking about Professor Lupin, Ron runs down hallway and you assume control of Harry. Game then stops completely for several seconds before resuming. Same thing happened as I fought my way through the train to Malfoy, the book, etc.

Which versions of Dolphin did you test on? Does using an older version of Dolphin solve your issue? If yes, which versions of Dolphin used to work?

5.0-1644

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

Intel 4770K 3.5GHz // Nvidia GTX 770 2GB //Corsair Vengeance 16GB DDR3 1600MHz // Windows10 x64

**Is there any other relevant information?
https://www.youtube.com/watch?v=h249SnlgoP0

[Anything else here]

Related issues:

Has duplicate Emulator - Emulator Issues #11220: Harry Potter and the Prisone...	**Duplicate**
Is duplicate of Emulator - Emulator Issues #11717: Frequent JIT cache flushin...	**Accepted**

History

#1 - 01/04/2017 08:54 AM - JosJuice

Does both the FPS and VPS drop, or only the FPS?

#2 - 01/04/2017 01:40 PM - azteca

JosJuice wrote:

> Does both the FPS and VPS drop, or only the FPS?

VPS drops as well. All the way down to 13 when I tried it just now.

#3 - 01/04/2017 01:45 PM - JosJuice

- Status changed from New to Questionable

- Relates to performance changed from No to Yes

Normally I would just write this off as shader compilation stuttering or something, but the pause seems abnormally long...

#4 - 01/04/2017 02:12 PM - azteca

JosJuice wrote:

> Normally I would just write this off as shader compilation stuttering or something, but the pause seems abnormally long...

Here is a video that is a little longer to show multiple stops - a couple in hallway, then with the book, then when facing Malfoy. I included the technical overlay which might be distracting but hopefully can give somebody a clue.

https://www.youtube.com/watch?v=luJeB763CV4

#5 - 01/04/2017 02:15 PM - JosJuice

That link doesn't work for me. It says "This video is unavailable."

#6 - 01/04/2017 02:20 PM - JosJuice

It works now.

#7 - 01/04/2017 02:27 PM - azteca

azteca wrote:

> JosJuice wrote:
>
> > Normally I would just write this off as shader compilation stuttering or something, but the pause seems abnormally long...

Here is a video that is a little longer to show multiple stops - a couple in hallway, then with the book, then when facing Malfoy. I included the technical overlay which might be distracting but hopefully can give somebody a clue.

https://www.youtube.com/watch?v=luJeB763CV4

Note that when the stops occur several items in the overlay drop down to 0 for several seconds.

#8 - 01/29/2017 06:54 PM - JMC4789

- Status changed from Questionable to Accepted

Oh yeah, it drops to 0 FPS during this. I don't know if it's generating shaders, or it's smashing our JIT cache, but, I've reproduced it.

I don't know whether I want to keep this open or not though. I don't see the harm, I guess. Accepting.

#9 - 06/07/2018 05:46 PM - azteca

EDIT: Issue persists as of June 3, 2018 Progress Report build.

#10 - 11/19/2018 02:59 AM - SonicFreak94

For what it's worth, the console shows:

core\powerpc\jit64\jit.cpp:597 W[PowerPC]: flushing far code cache, please report if this happens a lot

every time the performance drop occurs.

#11 - 11/19/2018 03:00 AM - JMC4789

Yeah, I looked into this and it's one of those games that causes lots of flushing.

#12 - 09/11/2020 08:06 PM - JosJuice

- Has duplicate Emulator Issues #11220: Harry Potter and the Prisoner of Azkaban drops to 0 FPS during in-engine cutscene to gameplay transitions. added

#13 - 09/11/2020 08:06 PM - JosJuice

- Is duplicate of Emulator Issues #11717: Frequent JIT cache flushing in some games on AArch64 added

#14 - 09/11/2020 08:06 PM - JosJuice

- Status changed from Accepted to Duplicate