

Emulator - Emulator Issues #10160

Netflix Channel crashes at some point during loading

03/21/2017 08:37 PM - leoetlino

Status: Fixed	% 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: 5.0-4050
Description	
Game Name?	
Netflix Channel (0001000148434c50)	
What's the problem? Describe what went wrong.	
The Netflix Channel crashes on the loading screen, after you get past the "no space left on Wii system memory" (which is caused by a silly bug in IOS). Even with that fixed, it still crashes, even with MMU enabled globally, the cached interpreter and DSP LLE.	
What steps will reproduce the problem?	
1. Install the Netflix Channel from the shop and launch it. 2. The channel will hang on its "Netflix" loading screen.	
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?	
5.0-3036 (current master) and a PR branch for a title import fix	
Is there any other relevant information? (e.g. logs, screenshots, configuration files)	
No panic alerts or anything obvious in the logs.	

History

#1 - 04/04/2017 01:24 AM - sundricat

I found the Netflix Channel also crashes in 5.0-2874 with pretty much every accuracy setting enabled (EFB To Ram, Safe Texture Cache, Bounding Box, Real XFB, Force 24-bit Color Off, LLE interpreter, Single Core, Cheats Off), and with both Cached Interpreter and JIT. On a side note, JITIL is completely broken with MMU Enabled.

#2 - 05/14/2017 10:43 PM - leoetlino

Fixed in an unknown revision, and 5.0-3741 fixes a later crash. But it still fails to connect.

#3 - 06/18/2017 02:48 PM - leoetlino

- Status changed from New to Fixed

- Fixed in set to 5.0-4050

Fixed by <https://dolph.in/pr5432>

It runs now, but at 1fps...