

Emulator - Emulator Issues #10182

Dolphin crashes Video Drivers in D3D11 when loading 3D graphics

04/04/2017 06:45 PM - pacguy64

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?

Mario Kart: Double Dash, New Super Mario Bros. Wii, Star Fox Assault, possibly more

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

GM4E01, SMNE01, GF7E01

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

97f9ebc39ab4244e419848793988561a, cafdb6f862c01c83864b4651f97270cb, 992e00b7df1960d4ca03c76801502f91

What's the problem? Describe what went wrong.

When the aforementioned games try to load 3D graphics, my video drivers crash and dolphin gives to following error message:

"DX11::TextureCache::CreateTexture failed in TextureCache.cpp at line 157: Create texture of the TextureCache"

What steps will reproduce the problem?

1. Set Dolphin to use the Direct3D 11 backend
2. Start playing any of the 3 games listed above
3. Navigate the 2D prompts/menus/etc. until you get to a 3D cutscene or gameplay segment that isn't pre-rendered.

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?

Tested on Dolphin version 5.0-2874 and version 5.0-3245. This issue does not occur in Dolphin 5.0 (stable release).

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

Operating System: Windows 7 x64
Processor/CPU: Intel(R) Core(TM)2 Duo CPU T6400 @ 2.00GHz 2.00GHz
Video Card/GPU: Mobile Intel(R) GMA 4500MHD
Memory/RAM: 3 GB (2.87 usable)

Is there any other relevant information? (e.g. logs, screenshots, configuration files)

I can't test any of the other backends because D3D is the only one that works for me. I'm also worried that my video drivers might be a tad outdated, which could potentially be the cause. I would still like to enjoy newer versions of Dolphin on my system, despite its' flaws, if that's possible. Also, this issue does not effect Smash Bros. Brawl; it plays normally.

History

#1 - 04/04/2017 08:13 PM - pacguy64

Crash also occurs in versions 5.0-2714, 5.0-2575, 5.0-2378, 5.0-2158

#2 - 08/08/2017 09:14 AM - JMC4789

Please complete the bisect if this still happens in latest master. Finding the exact build this started in could help someone do work on it.