

Emulator - Emulator Issues #10702

Zatch Bell! Mamodo Fury Plays Incredibly Slow

12/17/2017 06:14 AM - kolano

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?

Zatch Bell! Mamodo Fury

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

GABEAF

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

89a1c2f632ca2b20fe2a43821540a440 (But has been squished so likely irrevelent)

What's the problem? Describe what went wrong.

Title plays at ~5 FPS even on high end machines unless Dual Core is disabled. We should disable Dual Core for this title by default until issues with Dual Core can be resolved.

What steps will reproduce the problem?

Start gameplay with Dual Core enabled.

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

5.0-6004

Is the issue present in the latest stable version?

Yes

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

Intel Core i7-6700K @ 4.5Ghz, NVIDIA GeForce 970 x2, Windows 10

History

#1 - 12/18/2017 11:49 PM - JMC4789

Is this from the wiki or did you personally test this? Does it happen in deterministic GPU or syncGPU, or just uncapped dualcore?

#2 - 12/19/2017 09:47 AM - kolano

From the wiki, but also personally tested.

On closer review this actually seems to be a problem with Dolphin requesting CPU time when there are other processes competing for it. Even low priority outside tasks seem to prevent Dolphin from using appropriate CPU cycles. This is apparent when running Distributed.net, SETI, or other similar apps that consume available CPU cycles.

#3 - 03/06/2018 11:41 AM - SuperrSonic

By the way, I wanted to try this myself, and found the heavy fps drop is near identical to the fps drops in the devolution loader for Wii. When I noticed that problem in 2014 I thought it was strange that a game running on the Wii CPU speed would do something like that, but apparently it has to do with how devolution works. It happens on other games to a much lesser extent (Sonic DX), usually when there's a lot of models on screen. I recall tueidj simply stating that it only happens on poorly optimized games.