

Emulator - Emulator Issues #11362

Fairly Oddparents - The Shadow Showdown will fail to reach the main menu if a Super Smash Bros. Melee save file is on the same memory card.

08/24/2018 10:03 AM - Anonymous

Status: Questionable	% Done: 0%
Priority: Normal	
Assignee: JMC4789	
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?	
Fairly Oddparents - The Shadow Showdown	
Game ID? (right click the game in the game list, properties, info tab)	
GFOE78	
MD5 Hash? (right click the game in the game list, properties, info tab, MD5 Hash: Compute)	
949e22308c8d269245f1fc66076fbee	
What's the problem? Describe what went wrong.	
The game's main menu won't load - it hangs at a blinking "Accessing. Do not touch the Memory Card in Slot A or the POWER Button." dialog.	
What steps will reproduce the problem?	
This only happens when the memory card in question has a save file on it for Super Smash Bros. Melee. No idea why. Also unsure if there's something wrong with my Melee save in particular, or if any Melee save works. To be clear: The memory card doesn't need a save file for Fairly Oddparents on it for the issue to happen, Melee is sufficient. If both are present the issue is identical, but if Melee is absent and Fairly Oddparents is present the save loads as it should.	
This does still happen if you're using gci files instead of .raw files.	
Is the issue present in the latest development version? For future reference, please also write down the version number of the latest development version.	
Present as of 5.0-8578.	
Is the issue present in the latest stable version?	
Present as of 5.0 stable.	
What are your PC specifications? (CPU, GPU, Operating System, more)	
i5-7600K, 1060 6 GB, Windows 10	
Is there anything else that can help developers narrow down the issue? (e.g. logs, screenshots, configuration files, savefiles, savestates)	

Included a memory card with a save for Melee and Fairly Oddparents. It should produce the error mentioned - then it should load properly if you delete Melee from it.

Related issues:

Has duplicate Emulator - Emulator Issues #11357: Fairly OddParents: Shadow Sh...

Duplicate

History

#1 - 08/24/2018 04:05 PM - Anonymous

Confirmed that this bug was present in Dolphin as-described as far back as 3.0-749, the earliest available build I found.

#2 - 11/07/2018 05:57 PM - JMC4789

Does this happen on console?

#3 - 12/07/2018 12:41 PM - JMC4789

- Assignee set to JMC4789

- Status changed from New to Questionable

I should check this at some point because I'm interested. Marking as questionable until I get to it.

#4 - 12/27/2018 07:10 PM - JMC4789

- Has duplicate Emulator Issues #11357: Fairly OddParents: Shadow Showdown - hang on memory card access added

Files

MemoryCardA.USA.7z	271 KB	08/24/2018	Anonymous
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