

Emulator - Emulator Issues #11452

Metroid Prime 2: Echoes (Wii Trilogy Version): Sanctuary Energy Controller Cutscene Crash

11/11/2018 03:50 AM - InfoManiac742

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

Description

Game Name?

Metroid Prime: Trilogy (Metroid Prime 2: Echoes)

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

R3ME01 (0001000052334d45)

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

da4fc9304933fe9137ecd5e156a1cf07

What's the problem? Describe what went wrong.

After scanning the holoprojector in the Sanctuary Energy Controller room, a cutscene should where Samus meets a holographic version of O-Lir, the Guardian of the Sanctuary Temple. However, Dolphin crashes around a second into the cutscene. As watching this cutscene is necessary to translate cobalt holograms, which is necessary to complete the game, this essentially makes the game unplayable.

What steps will reproduce the problem?

Simply scanning the holoprojector will trigger the problem. (Hold -, point toward the top of the screen, let go of -, point the Wii Remote at the red thing, hold Z, and let go when the textbox pops up)

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

Yes, and the latest development version is 5.0-9115.

Is the issue present in the latest stable version?

The latest stable version is 5.0, but I can't actually run 5.0 at all, I encounter an error.

If the issue isn't present in the latest stable version, which is the first broken version? (You can find the first broken version by bisecting. Windows users can use the tool

<https://forums.dolphin-emu.org/Thread-green-notice-development-thread-unofficial-dolphin-bisection-tool-for-finding-broken-builds> and anyone who is building Dolphin on their own can use git bisect.)

[First broken version number here (if applicable)]

If your issue is a graphical issue, please attach screenshots and record a three frame fifolog of the issue if possible. Screenshots showing what it is supposed to look like from either console or older builds of Dolphin will help too. For more information on how to use the fifoplayer, please check here: <https://wiki.dolphin-emu.org/index.php?title=FifoPlayer>

[Attach any fifologs if possible, write a description of fifologs and screenshots here to assist people unfamiliar with the game.]

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

Intel(R) Core(TM) i5-6300HQ CPU @ 2.30GHz 2.30 GHz
Windows 10 Home, Version 1709, OS Build 16299.726

Is there anything else that can help developers narrow down the issue? (e.g. logs, screenshots, configuration files, savefiles, savestates)

I have a savestate, but apparently I can't upload files larger than 5 MB, so have a savefile instead.

History

#1 - 11/11/2018 03:56 AM - InfoManiac742

Quick note: when I uncheck literally every single box in the graphics settings, it works.

#2 - 11/11/2018 03:57 AM - Techjar

Have you tried single core? The Metroid Prime games are known to have stability issues on dual core. Disabling all the graphics hacks makes emulation slower which can mask such issues.

#3 - 11/11/2018 04:19 AM - InfoManiac742

No, it's not dual core. I'll try to figure out the exact setting.

#4 - 11/11/2018 04:20 AM - Techjar

Try disabling Defer EFB Copies, as that setting is pretty recent.

#5 - 11/11/2018 04:23 AM - InfoManiac742

Defer EFB Copies is grayed out.

#6 - 11/11/2018 04:24 AM - Techjar

EFB Copies to Texture Only needs to be disabled.

#7 - 11/11/2018 04:24 AM - InfoManiac742

Yep, it's defer EFB copies.

#8 - 11/11/2018 04:25 AM - Techjar

For reference, what video backend are you using?

#9 - 11/11/2018 04:25 AM - InfoManiac742

Direct3D11

#10 - 11/11/2018 04:26 AM - InfoManiac742

OpenGL works fine

#11 - 11/11/2018 04:27 AM - InfoManiac742

And Vulkan

#12 - 11/11/2018 04:28 AM - Techjar

Interesting. I'll see if I can reproduce this on Nvidia. I assume you're on Intel graphics as you listed no GPU.

#13 - 11/11/2018 04:28 AM - InfoManiac742

Yeah, Intel.

#14 - 11/11/2018 04:29 AM - InfoManiac742

My emulation window also has an Nvidia option, and it works fine if I select that.

#15 - 11/11/2018 04:33 AM - Techjar

Ah, okay. Weird that it only happens on Intel using D3D11... could be a number of things going on there. As long as it's only broken in this one specific case though I'm not too worried about it.

#16 - 11/11/2018 07:57 AM - JosJuice

- Milestone set to Current

#17 - 11/13/2018 10:55 PM - InfoManiac742

- File a.7z.005 added

- File a.7z.004 added

- File a.7z.003 added

- File a.7z.002 added

- File a.7z.001 added

Okay, figured out how to use 7-zip to split up files. Here's a savestate if anyone wants it.

#18 - 12/21/2018 03:59 AM - JMC4789

- Assignee set to Stenzek

Probably should be accepted and will assign to stenzek when he gets back.

Files

data.bin	173 KB	11/11/2018	InfoManiac742
a.7z.001	5 MB	11/13/2018	InfoManiac742
a.7z.002	5 MB	11/13/2018	InfoManiac742
a.7z.003	5 MB	11/13/2018	InfoManiac742
a.7z.004	5 MB	11/13/2018	InfoManiac742
a.7z.005	4.73 MB	11/13/2018	InfoManiac742