

## Emulator - Emulator Issues #11478

### Mario Kart: Double Dash!! - Unknown SI commands when "GameCube Adapter for Wii U" selected without being plugged

12/05/2018 05:02 AM - tony971

<b>Status:</b> Fixed	<b>% Done:</b> 0%
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Operating system:</b> N/A	<b>Relates to performance:</b> No
<b>Issue type:</b> Bug	<b>Easy:</b> No
<b>Milestone:</b>	<b>Relates to maintainability:</b> No
<b>Regression:</b> No	<b>Regression start:</b>
<b>Relates to usability:</b> No	<b>Fixed in:</b> 5.0-10417

**Description**

**Game Name?**

Mario Kart: Double Dash!!

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

GM4E01

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

97f9ebc39ab4244e419848793988561a

**What's the problem? Describe what went wrong.**

If "GameCube Adapter for Wii U" is selected as a controller option without actually having the adapter plugged in, several "SI: Unknown Direct Command" prompts will appear on startup before loading the game.

**What steps will reproduce the problem?**

Select "GameCube Adapter for Wii U" as a controller option (in any slot) and boot past the GameCube Main Menu. Do not plug in a GameCube Adapter.

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

Dolphin 5.0-9202

**Is the issue present in the latest stable version?**

[Yes/No and version number here]

**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 Core i5-6300U, Nvidia GeForce 940m, Windows 10 Pro build 1809

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

[Anything else here]

## History

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### #1 - 12/05/2018 05:49 AM - Techjar

Confirmed this happens, but only on Windows. I couldn't reproduce it on Linux.

### #2 - 04/19/2019 05:45 PM - JMC4789

- *Status changed from New to Accepted*

I've had this happen in any game actually. Not sure what causes.

### #3 - 05/08/2019 10:47 PM - FireNX70

This does not seem to be related to whether or not the adapter is plugged but to whether the controllers themselves are plugged in or not as I'm getting this error with the adapter fully plugged (i.e. both USB connectors are plugged) in but only a controller on port 1 while having all 4 players assigned to use the WiiU adapter. 5.0-8764 is the first version to show this behavior.

### #4 - 05/24/2019 09:35 PM - tony971

FireNX70 wrote:

This does not seem to be related to whether or not the adapter is plugged but to whether the controllers themselves are plugged in or not as I'm getting this error with the adapter fully plugged (i.e. both USB connectors are plugged) in but only a controller on port 1 while having all 4 players assigned to use the WiiU adapter. 5.0-8764 is the first version to show this behavior.

I've encountered this in both scenarios. Both with the adapter plugged but with less controllers connected than selected, and with the adapter unplugged. If you have "GameCube Adapter for Wii U" selected as a controller option without actually having it plugged, you will get this error.

### #5 - 06/16/2019 10:26 PM - FireNX70

Fixed by 5.0-10417

### #6 - 02/08/2020 05:13 PM - Billiard26

- *Fixed in set to 5.0-10417*

- *Status changed from Accepted to Fixed*