

Emulator - Emulator Issues #11484

Build 5.0.2462 Causes Animal Crossing and Zelda: Twilight Princess to crash

12/12/2018 06:36 PM - Garretts315

Status: Invalid	% Done: 0%
Priority: Normal	
Assignee: degasus	
Category:	
Target version:	
Operating system: N/A	Relates to performance: No
Issue type: Bug	Easy: No
Milestone:	Relates to maintainability: No
Regression: Yes	Regression start: 5.0-2462
Relates to usability: No	Fixed in:

Description

Game Name?

[Animal Crossing, The Legend of Zelda: Twilight Princess]

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

[GAFE01, GZ2E01]

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

[acb8ab7dd107756ffc19463e9ef113d2, 56321531da08bfb2210201f44f887af1]

What's the problem? Describe what went wrong.

[Upon launching Animal Crossing, the game opens to the "Nintendo" splash logo, but before the audio clip of the Animal's voice saying Nintendo can play, the game crashes and boots back to the Dolphin menu. Similarly, when launching The Legend of Zelda: Twilight Princess, before the screen can even get to the point where anything is displayed, the game boots back to the Dolphin menu.]

What steps will reproduce the problem?

[Use Dolphin 5.0.2462 on Nvidia Shield TV. No special adjustments, just find the .iso, launch it, and give it a few seconds]

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

[Latest Version: 5.0.9209
Version Containing issue: 5.0.2462
Previous working Version: 5.0.2459]

Is the issue present in the latest stable version?

[Yes. 5.0.9209]

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)

[Using Nvidia Shield TV.

Model Number: P2897

Version: 8.0.0

Kernel: 3.10.96-tegra buildbrain@mobile-u64-3199 [#1](#)

Build: OPR6.170623.010.2604118_1256.7693

Shield Android TV SW Version: 7.1.0 (29.6.259.0)]

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

[My apologies, no screenshots or log files. I just narrowed down that the issue was not present in Build 5.0.2459 but became present in 5.0.2462, which the patchnotes read "JitArm64: Use a custom stack with proper guard pages."]

History

#1 - 12/12/2018 06:40 PM - JosJuice

- Regression start set to 5.0-2462

- Regression changed from No to Yes

#2 - 12/17/2018 09:12 PM - JMC4789

- Assignee set to degasus

#3 - 12/21/2018 05:27 AM - JMC4789

- Status changed from New to Questionable

Unable to reproduce on my Snapdragon 835 One Plus 5.

#4 - 09/11/2020 04:28 PM - JosJuice

- Status changed from Questionable to Invalid

I can't reproduce this on my phone, and people on the forums seem to be able to run Dolphin on the Shield TV fine.