

Emulator - Emulator Issues #11491

Downloading Gecko codes is broken

12/21/2018 11:24 AM - koyenok2000

Status: Accepted	% 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?

Metroid prime trilogy us

Game ID? (right click the game in the game list, properties, info tab)
R3ME01
[Put Game ID here]

MD5 Hash? (right click the game in the game list, properties, info tab, MD5 Hash: Compute)
2ac7eefe7c76b1bd1e6d407565735c18
[Put MD5 Hash here]

What's the problem? Describe what went wrong.
I downloaded gecko codes but the latest revision reads them as 00000000 00000000.
[Description here]

What steps will reproduce the problem?
Download gecko codes for a game.
[Reproduction steps here]

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 9211
[Version number here]

Is the issue present in the latest stable version?
no
[Yes/No and version number here]
Dolphin 5.0

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)

[PC specs here]

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

[Anything else here]

Related issues:

Related to Emulator - Emulator Issues #11133: macOS - Gecko codes are parsed ...

Questionable

History

#1 - 12/21/2018 11:32 AM - JosJuice

Please bisect. It's much harder for us to find the issue otherwise.

#2 - 12/21/2018 11:43 AM - JosJuice

- *Subject changed from Gecko codes are broken. to Downloading Gecko codes is broken*

#3 - 12/25/2018 09:14 PM - Billiard26

- *Status changed from New to Accepted*

Right now dolphin assumes each code is a list of valid 8-character hexadecimal numbers. They are parsed using c++'s std::istringstream.

It definitely fails when codes have Xs in them. (when the user is supposed to configure some value) e.g. 3C808049 3C60XXXX is read as 3C808049 00003C60.

It's possible your system language (Russian?) has something to do with it. I wouldn't be totally surprised if std::stringstream was the culprit.

We should probably use something else to parse and fix the "X" character cases anyways..

#4 - 01/23/2019 11:32 PM - Billiard26

- *Related to Emulator Issues #11133: macOS - Gecko codes are parsed incorrectly (zeros) added*

#5 - 02/01/2019 01:50 PM - flacs

- *Status changed from Accepted to Fix pending*

<https://github.com/dolphin-emu/dolphin/pull/7769>

#6 - 02/01/2019 07:46 PM - flacs

- *Status changed from Fix pending to Accepted*

#7 - 02/03/2019 03:55 PM - 8times9

Fixed in 5.0-9497

#8 - 02/03/2019 03:58 PM - flacs

That fixed downloading but not the fact that we don't allow non-hex characters.

#9 - 02/05/2019 12:03 AM - 8times9

Oh okay, in that case someone might want to change the title of this report to be more descriptive

Files

Снимок экрана (4).png	521 KB	12/21/2018	koyenok2000
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