

Emulator - Emulator Issues #11503

Dolphin Hangs When Switching Discs on the Gamecube Menu [Possibly icache]

12/27/2018 08:04 PM - InfoManiac742

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?	
Gamecube Main Menu (NTSC-U)	
Game ID? (right click the game in the game list, properties, info tab)	
N/A	
MD5 Hash? (right click the game in the game list, properties, info tab, MD5 Hash: Compute)	
N/A	
What's the problem? Describe what went wrong.	
Dolphin hangs/crashes (I don't know the proper terminology) while switching discs in the Gamecube main menu under specific circumstances (see below).	
What steps will reproduce the problem?	
<ol style="list-style-type: none">1. Go to File > Load GameCube Main Menu > NTSC-U2. Wait until you see a cube with the words "Game Play", "Options", "Calendar", and "Memory Card" on each side of one of the faces.3. Press up on the analog stick. You should see the words "Game Play", a rotating ring and a question mark.4. Press A. You should see a question mark and a message that says "Please insert a NINTENDO GAMECUBE DISC."5. Go to the dolphin window (the one with the game list) and right click on any NTSC-U Gamecube game, then click on "Change Disc".6. The emulated menu should display a message saying "Reading disc" and then it should show the name of the game, a short summary, and the words "Press Start".7. Go back to the dolphin window and right click on another NTSC-U Gamecube game, then click on "Change Disc".8. The emulated menu will display "Reading Disc" and then hang, as can be evidenced by the lack of music.	
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, it is present in the latest version, which is 5.0-9421.

Is the issue present in the latest stable version?

There is no option to open the Gamecube menu in the latest stable version.

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.)

I can't figure out how to do this.

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)

Microsoft Windows 10 Home 10.0.16299 Build 16299
Intel(R) Core(TM) i5-6300HQ CPU @ 2.30GHz, 2304 Mhz, 4 Core(s), 4 Logical Processor(s)
NVIDIA GeForce GTX 960M
Intel(R) HD Graphics 530

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

[Anything else here]

History

#1 - 12/27/2018 08:05 PM - JMC4789

What games are you loading? Maybe there's a setting needed for that game

#2 - 12/27/2018 08:06 PM - InfoManiac742

I tried to load Luigi's Mansion and then Wind Waker

#3 - 12/27/2018 08:09 PM - InfoManiac742

Same problem happens if I go from Luigi's Mansion to Paper Mario: The Thousand Year Door.

#4 - 12/27/2018 08:10 PM - InfoManiac742

But it doesn't happen if I go from Four Swords Adventures to Pokemon XD, but if I go to TTYD, then it crashes.

#5 - 12/27/2018 08:11 PM - InfoManiac742

But if I go from Luigi's Mansion to Pokemon XD, then it does crash.

#6 - 12/27/2018 08:13 PM - InfoManiac742

It's been crashing for every combination I try, unless the combination involves Four Swords Adventures.

#7 - 12/27/2018 10:15 PM - JMC4789

- Status changed from New to Accepted

...Confirmed with some of the combos you listed.

#8 - 12/27/2018 10:24 PM - JMC4789

It spams some invalid writes but and outright crashes Dolphin with software renderer, but I have a feeling that's a symptom rather than a cause.

#9 - 12/27/2018 10:41 PM - JMC4789

- Subject changed from Dolphin Hangs When Switching Discs on the Gamecube Menu to Dolphin Hangs When Switching Discs on the Gamecube Menu [Possibly icache]

Likely an icache issue lol. Works on interpreter.