Emulator - Emulator Issues #11504

Wii Party - Dolphin crashes while playing Derby Dash minigame on Windows 10

12/28/2018 05:11 AM - TheProJamer

Status:	Questionable	**% 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?

Wii Party

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

SUPP01

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

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What's the problem? Describe what went wrong.

When playing the Wii Party minigame Derby Dash, it will consistently crash on frame 3021 given a specific set of inputs before hand. Dolphin only appears to crash when running on Windows 10 - this bug does not occur on my Windows 7 PC.

What steps will reproduce the problem?

1. Download the linked savestate files (
   https://drive.google.com/file/d/1bis4maXWWYYLAPjoPd_dgdXhY1tKx7m-/view?usp=sharing ,
   https://drive.google.com/file/d/1ghiQhUpI0LZcVVOG7S55aEWx0VisPa6M/view?usp=sharing), and place them in Dolphin Emulator/SaveStates.
2. Open Dolphin on Windows 10 and load the savestate.
3. Frame advance forward 11 frames. Dolphin should crash when attempting to advance to the 11th frame.

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, 5.0-9250.

Is the issue present in the latest stable version?

Unknown.

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

This crashes on my Windows 10 laptop with the following specifications:
CPU: Intel i7-8750H @ 2.20 GHz
GPU: Nvidia GTX 1060 6GB GDDR5
RAM: 16GB DDR4
OS: Windows 10 Home

This does not crash on my Windows 7 laptop with the following specifications:
CPU: Intel i5-2400 @ 3.10 GHz
GPU: Nvidia GT 710 2GB
RAM: 8GB DDR4
OS: Windows 7 Pro

History

#1 - 12/28/2018 09:36 AM - JMC4789

You loaded a savestate between different PCs possibly with different GPUs, etc. Does it happen without savestates?

Considering it only happens on one PC and you have an input recording (are you working on a TAS or something?) I'm going to questionable it if I can't reproduce the issue.

#2 - 12/28/2018 09:41 AM - JMC4789

- Status changed from New to Questionable

I only have the NTSC and NTSC-J versions of the game (PAL is more expensive to import) but I played through the minigame a couple of times and see nothing about it that could cause a crash.

I'm guessing a setting difference or something along those lines is your problem. Because a savestate + input recording requires a specific build and the devs to have the game, I ask that you get us a stack trace instead. It's what we'd do if we had the game anyway and saves someone looking into the problem a step.

Thanks in advance and I hope we can resolve this issue.

#3 - 12/29/2018 07:01 PM - TheProJamer

I have created a stack trace with procdump at the moment of the crash. You should be able to download it from here:
https://drive.google.com/file/d/1CN-QnYiAyIbQmVpdPxeoj8oLhV98iZRB/view?usp=sharing