

## Emulator - Emulator Issues #11510

### Consistent Crashing with Teenage Mutant Ninja Turtles (2003)

12/30/2018 09:31 PM - shoegazer

<b>Status:</b> New	<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>

**Description**

**Game Name?**

Teenage Mutant Ninja Turtles (2003) (US Version)

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

GTFEA4

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

08ec942b06ab6cdefad9b7ad6ccbc64a

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

During Stage 3 (Trap), Section 3 (Construction Site), usually after you pick up the electric shurikens from the box, the game crashes with message as shown in the attached screenshot.

**What steps will reproduce the problem?**

Start stage/section as noted above ([here](#) is a save state that takes you right before that section). Start playing and the game will crash within a few minutes as noted above.

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

Tested with 5.0-9211

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

Haven't tested

**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.)

N/A, though it would be difficult to bisect since save states wouldn't work, and it takes a while to get to this section from the last game save

**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>**

See attached

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

Test system:

Intel i7-7820K  
NVIDIA GTX 1070  
nvidia-driver 390-77  
Linux Mint 19.1 x64  
Kernel 4.18  
Dolphin compiled with gcc 7.3.0

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## History

### #1 - 12/30/2018 09:47 PM - shoegazer

Also: when I turn off panic handlers, the game still locks up, just without a message - so it appears to be a legitimate crash/lockup.

### #2 - 12/30/2018 10:10 PM - shoegazer

Also: the issue also occurs under OpenGL, though the panic message indicates the OGL backend rather than Vulkan. It does not occur with the software renderer however.

Also: This issue occurs in earlier parts of the game as well, though much less frequently and not consistently as it does here in Stage 3, Section 3.

### #3 - 12/30/2018 10:30 PM - shoegazer

Also: I just noticed that dolphin locks up right before a single translucent enemy appears on the screen (among other opaque enemies). This enemy does not appear prior to this point in the game, so I assume the crash/lockup issue is somehow related to its rendering.

### #4 - 01/05/2019 11:02 PM - JMC4789

Try turning off deferred EFB copies

### #5 - 01/06/2019 11:12 PM - shoegazer

Thanks JMC, but I already had that off. In fact nothing in the Hacks section is selected and texture cache accuracy slider is fully on the left at "Safe".

### #6 - 02/15/2019 11:11 PM - shoegazer

Just following up on this one as it's been a while. Tested on a recent build and it still yields the same result, not sure if there's anything else I can do to help nail this one down.

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## Files

snap.png	771 KB	12/30/2018	shoegazer
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