

Emulator - Emulator Issues #11556

Project M Stuttering

02/06/2019 12:46 AM - buvk

Status: New	% 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?	
Project M 3.6	
Game ID? (right click the game in the game list, properties, info tab)	
RSBE01	
MD5 Hash? (right click the game in the game list, properties, info tab, MD5 Hash: Compute)	
d18726e6dfdc8bdbdad540b561051087	
What's the problem? Describe what went wrong.	
When playing the game, I am getting stuttering. When this happens, the following info appears in the logs:	
29:22:411 core\hw\mmio.cpp:188 E[MI]: Trying to read 8 bits from an invalid MMIO (addr=0ccd1fe4) 29:22:411 core\hw\mmio.cpp:188 E[MI]: Trying to read 8 bits from an invalid MMIO (addr=0ccd1fe5) 29:22:411 core\hw\mmio.cpp:188 E[MI]: Trying to read 8 bits from an invalid MMIO (addr=0ccd1fec) 29:22:411 core\hw\mmio.cpp:188 E[MI]: Trying to read 8 bits from an invalid MMIO (addr=0ccd1fed)	
Sometimes these errors happen for prolonged periods, resulting in a choppy experience.	
What steps will reproduce the problem?	
[Reproduction steps here]	
Using the latest development version (9569), launch Project M, and start a vs. fight (E.g. Fox vs. Random), then pick Hyrule Castle. As you play, you should start to encounter stuttering and the aforementioned errors.	
[Version number here]	
Is the issue present in the latest stable version?	
The errors occur in the stable version, but they do not cause stuttering.	
[Yes/No and version number here]	
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)

i7 4770k, gtx980, windows10 pro

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 - 02/06/2019 12:50 AM - buvk

Have not been able to narrow down the version where the issue has started yet.

#2 - 03/11/2019 01:52 AM - Quakluigispeeder9

I thought project M and super smash bros brawl mods didn't even work in the new dev builds due to how sd and dolphin works now. I know this stuttering is due to your cpu not being high performance or bad management of sound and graphics setting just increase the buffer. also this problem is because of project M being compatible with only stable builds

#3 - 03/11/2019 07:09 AM - JosJuice

I thought project M and super smash bros brawl mods didn't even work in the new dev builds due to how sd and dolphin works now.

No. There is a problem with Gecko OS but that doesn't mean that Brawl mods don't work.