Emulator - Emulator Issues #11699

AArch64: ZeldaSS crash after The Imprisoned 3rd fight.

04/27/2019 01:38 AM - lim2222

Status:	Fixed	**% 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:**	5.0-14066

Description

Game Name?

[Put Game Name here]
ゼルダの伝説 スカイウォードソードaka
The legend of zelda skyward sword

Game ID? (right click the game in the game list, Properties, Info tab)

[Put Game ID here]
SOUJ01
SOUE01

MD5 Hash? (right click the game in the game list, Properties, Verify tab, Verify Integrity button)

[Put MD5 Hash here]

What's the problem? Describe what went wrong.

[Description here]
After beating the imprisoned 3rd fight,right after an old lady order Link to perform skyward strike dialogues,dolphin crash with errors invalid read from 0x3fe......,pc = 803a.....even with interpreter.

What steps will reproduce the problem?

[Reproduction steps here]
Beated the imprisoned 3rd,right after old lady dialogues press a button
Is the issue present in the latest development version? For future reference, please also write down the version number of the latest development version.

[Version number here]
5.0-10061
Is the issue present in the latest stable version?

[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)

[PC specs here]
oneplus 5 ,android 9,snapdragon 835,adreno 540 Opengl ES 3.2V@331.0

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

[Anything else here]
Savestate
https://drive.google.com/file/d/1tdDvjKGglWgnHgjc9dL4OyHjg-uwspwL/view?usp=sharing

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History

#1 - 04/27/2019 01:39 AM - lim2222

- File jitARM64 recompiler2.jpg added

- File jitARM64 recompiler1.jpg added

- File cached interpreter2.jpg added

- File cached interpreter1.jpg added

screenshots

#2 - 04/27/2019 10:48 AM - JosJuice

Please post the MD5 hash of the game. If you're using Android, you have to download a separate app in order to calculate the MD5 hash.

#3 - 04/27/2019 02:03 PM - lim2222

JosJuice wrote:

> Please post the MD5 hash of the game. If you're using Android, you have to download a separate app in order to calculate the MD5 hash.

MD5
3249cb8999acc131bc4985b826b1b628

#4 - 04/27/2019 02:08 PM - JosJuice

- Status changed from New to Invalid

That is not a correct MD5. Please redump the game. (If you have been using a format like WBFS, please use ISO instead, otherwise the MD5 can't be verified.)

I will reopen this issue report if you redump the game and it has the correct MD5.

#5 - 12/19/2019 04:21 PM - bankaimaster999

- File ZeldaSS Save file.zip added

I have the same issue using dolphin 5.0-11384 for android.
I have the PAL version of the game (md5 = f32bd185cb71ec9d87d2a65c9385d3d8)

Running on Xiaomi Pocophone F1, Snapdragon 845, Adreno 630, 6GB ram, OpenGL ES 3.2 V@324.0 Android 9 Miui 11.

Game Crashes the exact same place as @ lim2222 described. As soon as you press "A" to pass the old lady dialogue it crashes.
Same errors given.

Has there been any fixed to this or is it only the Android Version with this issue?

#6 - 12/19/2019 04:41 PM - JosJuice

- Status changed from Invalid to New

#7 - 12/19/2019 04:42 PM - JMC4789

Try using a savestate near the crash and switching to the interpreter. It'll be very slow, but it'll tell us if it's an issue with the Android CPU emulation or something else.

#8 - 12/20/2019 02:58 AM - bankaimaster999

Still crashes with interpreter but now it says a bunch of error reads before freezing instead of forcefully closing.

Here is a video showing how the error normally occurs:
https://mega.nz/#!VHokxaJR!Dz3SVBVck7XkWnRFFsVuIotxZKodrGHrb4ke9OmX8So

Here is the error messages that show up when using interpreter before it freezes:
https://mega.nz/#!VHwmVCpL!kh8-uWHrLV4KuLGm4UmwmEP-zobAR5HcmSVJQ2kBKSo

Also tested it on the MMJ Fork just for good measure as well Dolphin 5.0-10648 (MMJ) and the game freezes while the Imprisoned is glowing (happens both with regular settings and with interpreter):
https://mega.nz/#!JapmhYDR!nZAZn2Od7S__YhXRWw_O65XzBxXxphQPKPJ2zYBD0KM

#9 - 12/22/2019 06:16 PM - bankaimaster999

I managed to get past the crash; the only work-around that I could do to retain my save data and pick up from where I left off was to copy it to my PC along with my save states just before the crash and load it in the latest PC Version of Dolphin (5.0-11396). The crash happens when the game tries to shift from the cut-scene + dialogue back to game-play. However, this time it played through the cut-scene easily and shifted back to game-play without crashing or freezing on the PC Version. After, all I did was save at a bird statue and copy the save file back to the phone, load the game like normal and then create my save states from there.

IF there are any other crashes I'll bring it up but currently without fixing this bug/ using this work-around; Skyward Sword is only 3/4 playable in my book.

#10 - 01/12/2020 06:31 PM - bankaimaster999

Finally got around to finish Skyward Sword on Android... So I can confirm that's the only bug that shows up while playing the game on Android Dolphin Emulator. Just that 3rd imprisoned scene crash ....otherwise if it gets fixed the game is 100% fully playable from start to end.

#11 - 04/30/2020 04:30 PM - lim2222

Tick the box Jit Floating Point Disable under setting>debug able to avoid crash.

#12 - 02/28/2021 09:02 PM - JosJuice

- Status changed from New to Fix pending

- Subject changed from Android:ZeldaSS crash after The Imprisoned 3rd fight. to AArch64: ZeldaSS crash after The Imprisoned 3rd fight.

A user I chatted with reports that this is fixed by https://github.com/dolphin-emu/dolphin/pull/9458

#13 - 04/25/2021 02:26 PM - JosJuice

- Fixed in set to 5.0-14066

- Status changed from Fix pending to Fixed

https://dolphin-emu.org/download/dev/5da85f3a25d1a8ee71c11f1930822be869d7d952/

Files

Savefile.zip	21.6 KB	04/27/2019	lim2222
cached interpreter1.jpg	182 KB	04/27/2019	lim2222
cached interpreter2.jpg	183 KB	04/27/2019	lim2222
jitARM64 recompiler1.jpg	210 KB	04/27/2019	lim2222
jitARM64 recompiler2.jpg	210 KB	04/27/2019	lim2222
ZeldaSS Save file.zip	21.1 KB	12/19/2019	bankaimaster999