Emulator - Emulator Issues #11742

Software renderer gives error in Super Mario Sunshine

05/28/2019 01:49 PM - Nickps

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:**	5.0-13622

Description

Game Name?

Super Mario Sunshine

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

GMSE01

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

0c6d2edae9fdf40dfc410ff1623e4119

What's the problem? Describe what went wrong.

While in Delfino Plaza, the error message
"
An error occurred.

Line: 150
File: c:\buildbot\release-win-x64\build\source\core\videobackends\software\transformunit.cpp

Ignore and continue?

Ignore and continue?
"
appears. Pressing No or Ignore for this session will crash Dolphin. Yes will make the message appear again. After pressing Yes enough times the game will advance by one frame and the same thing will happen again. The game is "playable" if panic handlers are disabled but the (master) log gets spammed with this message.
The issue happens in Dual Core Mode and Single Core Mode. I haven't found any settings that fix it. Placing a portable.txt file in the folder does not fix it either

What steps will reproduce the problem?

1. Set the Video Backend to Software Renderer

2. Open Super Mario Sunshine or the attached fifolog

3. Choose a save that starts you at Delfino Plaza

4. Have panic handlers enabled or enable the master log at log settings

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 5.0-10316

Is the issue present in the latest stable version?

Yes 5.0

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

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)

CPU:Intel Core i3-3220
Operating System:Windows 7 SP1
RAM:4 GB
GPU:Intel HD graphics 2500

I also tested it on a friend's PC with an i3-8100 on windows 10 and on my Huawei P smart running Android 8.0. The same thing happened in every case.

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

History

#1 - 12/19/2020 01:22 AM - pokechu22

Related to https://bugs.dolphin-emu.org/issues/7476 and should be fixed by https://github.com/dolphin-emu/dolphin/pull/9315

#2 - 03/01/2021 02:18 PM - Miksel12

Fixed by https://github.com/dolphin-emu/dolphin/pull/9424

#3 - 03/01/2021 02:20 PM - JosJuice

- Fixed in set to 5.0-13622

- Status changed from New to Fixed

https://dolphin-emu.org/download/dev/a3548142402be095d43c62aa3ea4e8e5da964183/

Files

sms.rar	1.85 MB	05/28/2019	Nickps