Emulator - Emulator Issues #1182

Crash with Wii Menu

07/23/2009 03:43 PM - dark_knight_zero_32

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:**	

Description

What steps will reproduce the problem?
1.Load Wii Menu
2.Press A Button
3.After 2 seconds, dolphin have a crash

What version of the product are you using? On what operating system?
Dolphin r3874, Intel Core 2 Duo E4500, nVidia GeForce 8400 GS, 2 Gb Ram

Please provide any additional information below.
All basic and advanced setting (in config) ON.

History

#1 - 07/24/2009 02:05 AM - MADcat1990

Seems like it hangs just after the Fade out (After you press the "A" Button) as you
can see in the attached screenshot.

I'm using:
r3850
Intel Dual Core @ 3.4Ghz
Asus Geforce EN9600GT
3GB DDR2 RAM
Asus P5KC LGA775 Mobo

this problem also seems to be happening since builds from r2400+

#2 - 07/30/2009 03:22 PM - marcus

- Status changed from New to Accepted

Wonderful, take up 855k of issue space with a picture of a black screen...
See http://code.google.com/p/dolphin-emu/wiki/GoogleCodeRules#Issues for more details.

Anyway, can anyone find out what rev started this?

#3 - 07/30/2009 05:53 PM - lpfaint99

seems to be related to the recent thread changes, works in jitil x64, but not jitx64

#4 - 07/30/2009 11:43 PM - sl1nk3.s

Using JIT 32bits it crashes about one second after reaching the menu :|
interpreter and IL both work though

#5 - 08/08/2009 03:36 AM - sl1nk3.s

Unfortunately, r3849 caused this issue, looks like the Wii menu needs fpAccurateFcmp
too :P

#7 - 08/12/2009 03:01 PM - Anonymous

- Status changed from Accepted to Fixed

JIT is fixed enough for wiimenu to not crash anymore

#8 - 11/28/2010 11:23 PM - hatarumoroboshi

It is still fixed? With the latest revisions I get a crash with Jit, JitIL and interpreter as well...

#9 - 11/29/2010 01:38 AM - tsubum

I get the same exact problem with r6485

#10 - 11/29/2010 07:57 AM - skidau

I've just verified it on r6495 using JIT64. Works fine.

#11 - 11/29/2010 02:23 PM - tsubum

checked again and it works. it might have been because i switched from direct3d11 to direct3d9 (even though my gpu supports 11). i noticed that i
could not see mii characters well with direct3d11, while direct3d9 fixed everything (eyes, eyebrows and mouths were missing completely with
direct3d11)

#12 - 11/29/2010 03:37 PM - filipe.apolinario.fernandes

Well on mine still dont work(tried all gfx plugins and combinations) im on x86 version, but work whit r5737!

#13 - 11/29/2010 03:40 PM - hatarumoroboshi

I'm on 32 bit version too and doesn't work (tried a lot of revisions from 61xx to the last one...)