

Emulator - Emulator Issues #11862

DJ Hero hangs when connecting online (works on console)

09/22/2019 11:54 PM - shockdudeX

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?	
DJ Hero	
Game ID? (right click the game in the game list, Properties, Info tab)	
SWAE52	
MD5 Hash? (right click the game in the game list, Properties, Verify tab, Verify Integrity button)	
f80ddc1a18dbf90a54eb433e016e0da5 (note: wbf5 image)	
What's the problem? Describe what went wrong.	
The game hangs when signing into Nintendo Wi-Fi connection. The attached screenshot shows the moment where the game hangs. Console NAND or Dolphin NAND.	
DJ Hero successfully connects online on a real console (same console NAND used in Dolphin). The servers are still up as of today, matchmaking works, etc. Getting ingame in Dolphin requires moving/deleting clientca.pem, clientcakey.pem, and rootca.pem - meaning no online features are available.	
What steps will reproduce the problem?	
Follow the Wii network guide (https://dolphin-emu.org/docs/guides/wii-network-guide/) or dump a NAND and extract the network certificates. Boot the game, Press Start, the game will hang when connecting online.	
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, 5.0-10758	
Is the issue present in the latest stable version?	
Yes, 5.0	
What are your PC specifications? (CPU, GPU, Operating System, more)	
Intel i7-4720HQ Nvidia GTX 860M	

Related issues:

Related to Emulator - Emulator Issues #11867: DJ Hero 2 hangs if you cancel t...

Fixed

History

#1 - 09/23/2019 12:07 AM - shockdudeX

Oops, forgot to actually test the latest version.
Issue is present in 5.0-10912.

#2 - 09/23/2019 12:16 AM - shockdudeX

To be more clear: DJ Hero is unplayable without moving the *.pem files. Connecting online is one of the first things the game does after Press Start, and with *.pem files the game will hang.

#3 - 10/03/2019 05:42 PM - sepalani

It sounds similar to the issue I have with Goldeneye and I assume both are using demonware server. I'm going to investigate.

If you open a Chrome web browser before opening Dolphin:

- Is the Chrome web browser crashing at the same time the game is crashing on Dolphin?
- Does it produce a BYOD (DRIVER_POWER_STATE_FAILURE) when you shutdown Windows?

If so, I'm able to reproduce with Goldeneye.

#4 - 10/03/2019 09:48 PM - JMC4789

When we investigated this last, we were unable to solve it before running out of time. I bet it's something stupid.

#5 - 10/05/2019 02:56 AM - shockdudeX

sepalani wrote:

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If so, I'm able to reproduce with Goldeneye.

I can't replicate any Chrome browser crash or BSOD with DJ Hero.

#6 - 10/05/2019 03:02 AM - shockdudeX

- File dolphin.zip added

Log is attached

#7 - 04/22/2020 05:24 AM - leoetlino

- Related to Emulator Issues #11867: DJ Hero 2 hangs if you cancel the online sign-in. If you don't cancel, no hang and online works. added

#8 - 04/22/2020 06:20 AM - shockdudeX

- File dolphin.zip added

Tested 5.0-11873. The game progresses a few frames after attempting to connect online, but still hangs afterward.

Note that the DJ Hero online servers were shut down earlier this year. Expected behavior is that the connection times out and you reach the menus.

When stopping emulation, Dolphin shows a dialog box that says: 'A "IPCEvent" event was scheduled from the wrong thread (CPU).'

Log attached.

Files

djh_wfchang.png	862 KB	09/22/2019	shockdudeX
dolphin.zip	136 KB	10/05/2019	shockdudeX
dolphin.zip	106 KB	04/22/2020	shockdudeX