

## Emulator - Emulator Issues #12074

### Mario Party 8 - Widescreen gecko code crashing emulator

04/25/2020 09:54 PM - mario182

<b>Status:</b>	New	<b>% Done:</b>	0%
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>			
<b>Target version:</b>			
<b>Operating system:</b>	N/A	<b>Relates to performance:</b>	No
<b>Issue type:</b>	Bug	<b>Easy:</b>	No
<b>Milestone:</b>		<b>Relates to maintainability:</b>	No
<b>Regression:</b>	No	<b>Regression start:</b>	
<b>Relates to usability:</b>	No	<b>Fixed in:</b>	

#### Description

##### Game Name?

Mario Party 8

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

RM8E01

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

32c4c4af16a87dd6661a46f2057a65e3

##### What's the problem? Describe what went wrong.

When any minigame loads in Mario Party 8, Dolphin will crash with a message "Invalid read from 0x9f0a7c41, PC = 0x8002a2bc" and infinite more when the 16:9 (US) widescreen code from the wiki is enabled, and only if this code is enabled. Does not crash when entering any minigame from the free play menu.

##### What steps will reproduce the problem?

Load the included savestate, wait for the game to pick the minigame "Mean, Lean Ravine", then it will crash.

##### 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, 5.0-11863

##### Is the issue present in the latest stable version?

Can't test as I can't find a way to add a gecko code in 5.0-stable

**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.)

This has not happened before, and neither did I do a Dolphin update between when it was working before and when it's not (~1 month). The only thing I recall changing lately was updating my graphic card driver. Doesn't work on 5.0-11329 either, an old version that I also had lying around.

**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>

Attached.

**What are your PC specifications?** (CPU, GPU, Operating System, more)

CPU: Intel Core i7-4820K

GPU: Nvidia GeForce 1070 Ti - Driver 441.87

OS: Windows 10 x64

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

Log, FIFO and GFX config attached.

Savestate: <https://puu.sh/FCt6r.zip>

## History

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### #1 - 04/25/2020 09:59 PM - Techjar

Right click the game and open properties, go to the verify tab and click Verify Integrity.

### #2 - 04/26/2020 03:57 PM - mario182

- File *Dolphin\_2020-04-26\_17-56-56.png* added

Techjar wrote:

Right click the game and open properties, go to the verify tab and click Verify Integrity.

CRC32: 6eaa4a7c

MD5: 32c4c4af16a87dd6661a46f2057a65e3

SHA-1: ee41016cd2443a6ceba920577019ee402dbd45e5

### #3 - 04/28/2020 09:15 AM - Techjar

I actually wanted to know what is presented in the problems section, not the hashes.

### #4 - 04/28/2020 09:18 AM - Techjar

Oh my bad, I didn't notice the screenshot. Well the problem probably isn't related to the disc image, but I'll test the game here to be sure.

### #5 - 04/28/2020 09:31 AM - Techjar

I can confirm it crashes with the provided savestate, so it's definitely not related to the dump. However, since this is a crash that only occurs with a gecko code, I'm not sure there's really anything for us to do about it.

### #6 - 04/29/2020 02:57 PM - mario182

Techjar wrote:

I can confirm it crashes with the provided savestate, so it's definitely not related to the dump. However, since this is a crash that only occurs with a gecko code, I'm not sure there's really anything for us to do about it.

Since it's from the wiki ([https://wiki.dolphin-emu.org/index.php?title=Mario\\_Party\\_8#16:9\\_Aspect\\_Ratio\\_Fix](https://wiki.dolphin-emu.org/index.php?title=Mario_Party_8#16:9_Aspect_Ratio_Fix)), and no author is provided there, I assumed to report this here. If this is out of scope, I guess feel free to close.

## Files

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marioparty8.dff	3.09 MB	04/25/2020	mario182
GFX.ini	1.51 KB	04/25/2020	mario182
dolphin.log	65.6 KB	04/25/2020	mario182
Dolphin_2020-04-26_17-56-56.png	51.9 KB	04/26/2020	mario182