

## Emulator - Emulator Issues #12133

### Happy Feet doesn't load past safety information screen. Crashes with several unknown CPU instructions.

06/05/2020 10:24 PM - twoleavesofbread

<b>Status:</b> Fixed	<b>% Done:</b> 0%
<b>Priority:</b> High	
<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> Current	<b>Relates to maintainability:</b> No
<b>Regression:</b> Yes	<b>Regression start:</b> 5.0-379
<b>Relates to usability:</b> No	<b>Fixed in:</b> 5.0-13553
<b>Description</b>	
<b>Game Name?</b> Happy Feet (GCN)	
<b>Game ID?</b> (right click the game in the game list, Properties, Info tab) GH7E5D	
<b>MD5 Hash?</b> d036e1820b9ec692c1040b045db78c73	
<b>What's the problem? Describe what went wrong.</b> When attempting to move on from the safety information screen, the game instantly crashes with the following issues: IntCPU: Unknown instruction 0003000a at PC = 7e0712b8 last_PC = 812ffc8 LR = 7e0712b8 IntCPU: Unknown instruction 000008da at PC = 7e0712bc last_PC = 812ffc8 LR = 7e0712b8 IntCPU: Unknown instruction 00000158 at PC = 7e0712c0 last_PC = 812ffc8 LR = 7e0712b8 IntCPU: Unknown instruction 0002000a at PC = 7e0712c4 last_PC = 812ffc8 LR = 7e0712b8 IntCPU: Unknown instruction 000008de at PC = 7e0712c8 last_PC = 812ffc8 LR = 7e0712b8 IntCPU: Unknown instruction 00000158 at PC = 7e0712cc last_PC = 812ffc8 LR = 7e0712b8 IntCPU: Unknown instruction 00030007 at PC = 7e0712d0 last_PC = 812ffc8 LR = 7e0712b8 IntCPU: Unknown instruction 00000912 at PC = 7e0712d4 last_PC = 812ffc8 LR = 7e0712b8 IntCPU: Unknown instruction 00000000 at PC = 7e0712d8 last_PC = 812ffc8 LR = 7e0712b8	
<b>What steps will reproduce the problem?</b> Open the game. Press A to select language. Press A to attempt to bypass the safety information screen. Bug occurs.	
<b>Is the issue present in the latest development version? For future reference, please also write down the version number of the latest development version.</b> Yes. 5.0-12088.	
<b>Is the issue present in the latest stable version?</b> No.	
<b>If the issue isn't present in the latest stable version, which is the first broken version?</b> (You can find the first broken version by bisecting. Windows users can use the tool <a href="https://forums.dolphin-emu.org/Thread-green-notice-development-thread-unofficial-dolphin-bisection-tool-for-finding-broken-builds">https://forums.dolphin-emu.org/Thread-green-notice-development-thread-unofficial-dolphin-bisection-tool-for-finding-broken-builds</a> and anyone who is building Dolphin on their own can use git bisect.) Nearly impossible to tell without access to bisect tool. :( The issue isn't present in the latest stable version.	
<b>What are your PC specifications?</b> (CPU, GPU, Operating System, more) Intel i5-9600k (base clock) NVidia RTX 2060 Windows 10	

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

As the beta is incompatible with 5.0 stable savestates, no. :(

## History

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### #1 - 06/05/2020 10:26 PM - Techjar

Dual core on or off? Do you have any weird Gecko or AR codes enabled?

### #2 - 08/10/2020 03:01 AM - ZephyrSurfer

Issue is legit.

I tracked down the issue to this pull request:

<https://github.com/dolphin-emu/dolphin/pull/4095>

### #3 - 08/10/2020 03:18 AM - ZephyrSurfer

It does work in the Interpreters but not in the JIT.

### #4 - 09/11/2020 02:58 PM - JosJuice

- Regression start set to 5.0-379
- Regression changed from No to Yes
- Milestone set to Current

### #5 - 09/11/2020 03:07 PM - JMC4789

- Priority changed from Normal to High
- Status changed from New to Accepted

Can confirm.

### #6 - 09/11/2020 03:11 PM - JMC4789

If you turn off JIT Loadstore, you can make it work in the JIT. If someone reminds me another time, I'll bisect which instruction.

### #7 - 11/13/2020 01:20 PM - danileon95

JMC4789 wrote:

If you turn off JIT Loadstore, you can make it work in the JIT. If someone reminds me another time, I'll bisect which instruction.

Consider yourself reminded!

### #8 - 12/06/2020 11:39 AM - JosJuice

- Status changed from Accepted to Fix pending

<https://github.com/dolphin-emu/dolphin/pull/9314>

**#9 - 01/31/2021 12:59 PM - Miksel12**

Fix has been merged.

**#10 - 01/31/2021 01:03 PM - JosJuice**

- Fixed in set to 5.0-13553

- Status changed from Fix pending to Fixed

<https://dolphin-emu.org/download/dev/b1fdd14ed1863505061f961a2776be034bce69ca/>