

Emulator - Emulator Issues #12153

Dolphin crashes on game exit if two USB Geckos are connected

06/14/2020 01:29 PM - Leseratte10

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?

Any game (tested multiple games)

What's the problem? Describe what went wrong.

When you connect two emulated USB Geckos to the emulated console, Dolphin crashes when you quit the game.

What steps will reproduce the problem?

1. Go into the Dolphin Settings, to the "Gamecube" tab, and connect a USB Gecko both to Slot A and to Slot B
2. Start a game (I tested MKWii, Wii Sports and Wii Play and they all crashed).
3. Quit the game (press the Stop button in Dolphin, or close the Window)
4. Observe that Dolphin crashes.

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terminate called after throwing an instance of 'std::system_error'  
  what(): Invalid argument
```

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, 5.0-12115

Is the issue present in the latest stable version?

Not sure, trying to compile 5.0-stable results in errors.

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

Ubuntu 20.04, i9-9900K, RTX 2080Ti