Emulator - Emulator Issues #12227

Skyward sword crashes on dx12 after wii motion plus loading screen (wind waker crashes as well immediately at the start screen dx12)

08/25/2020 02:15 AM - Mhtrineedsfixingasap

Status:	Accepted		**% 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?

Zelda Skyward sword & Zelda wind waker

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

SOUP01 & GZLE01

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

Skyward sword: f32bd185cb71ec9d87d2a65c9385d3d8   Wind waker: a945f40063626c3f1f521765b98a3341

What's the problem? Describe what went wrong.

In dx12, skyward sword stops working after the wii motion plus screen finishes with this question box error, and won't let me select ok or ignore for this session, as if it froze. I have attached a screenshot of this error. This and wind waker as well, crashes after the nintendo logo in dx12

What steps will reproduce the problem?

In dx12, run skyward sword and/or wind waker

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, v5.0-12481

Is the issue present in the latest stable version?

No, v5.0 couldn't test skyward sword as I don't have a wiimote and motion plus (need it for the old version I believe) but wind waker loaded past the nintendo logo and looked to be fine on dx12 eperimental

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.)

It's really late now lol, I'll try to update this section tomorrow

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

n/a

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

Vega 56
Ryzen 5 2600
16gb ddr4 ram

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

History

#1 - 08/29/2020 05:52 PM - flacs

- Status changed from New to Accepted

Confirmed, for me Dolphin just crashes completely and closes without any error message.

#2 - 11/13/2020 08:51 PM - Subject38

- File skyward_sword.png added

I couldn't reproduce the bug on my machine. The only difference I could see was that my version of the ROM was 1.01 but with my GTX 1060 running direct x 12, the game boots fine past the wii motion plus screen...

Files

error.png	15.3 KB	08/25/2020	Mhtrineedsfixingasap
skyward_sword.png	378 KB	11/13/2020	Subject38