

Emulator - Emulator Issues #12249

X-Men Legends II: Rise of Apocalypse crash at startup

09/08/2020 10:00 PM - TheCrach

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?	
X-Men Legends II: Rise of Apocalypse	
Game ID?	
GX2E52	
MD5 Hash?	
b7b01496bf643bd150ce05e6a4786317	
What's the problem? Describe what went wrong.	
When first launching the game I get a Question window with the following information	
GFX FIFO: Unknown opcode (0xff @ 0000024EB42C08A4, preprocess=false). This means one of the following: *The emulated GPU got desynced, disabling dual core can help *Command stream corrupted by some spurious memory bug *This really is an unknown opcode (unlikely) *Some other sort of bug	
Further errors will now be sent to the Video Backend log and Dolphin will now crash or hang, Enjoy.	
What steps will reproduce the problem?	
launch the game using any Video Backend	
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, 5.0-12546	
Is the issue present in the latest stable version?	
No	
Can't use bisection tool as the thread says it's broken.	
What are your PC specifications? (CPU, GPU, Operating System, more)	

i5-7600 @ 3.80 GHz
GTX 1060
16GB RAM
Windows 10

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

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History

#1 - 09/08/2020 10:02 PM - TheCrach

- *File Capture.PNG added*

Screenshot

#2 - 09/08/2020 10:03 PM - TheCrach

All Dolphin settings are default.

#3 - 09/08/2020 10:38 PM - Techjar

Try disabling dual core.

#4 - 09/08/2020 11:18 PM - JMC4789

Just hit okay to both popups and the game will boot as per normal. This is a GPU emulation bug on startup that afflicts quite a few games.

#5 - 09/11/2020 03:35 PM - JMC4789

- *Status changed from New to Accepted*

So, this is "GPU timing" issues to the point where I want to combine it with the dualcore timing issues, but this one technically happens in single core like F-Zero GX and Super Monkey Ball. So I don't know. It'll get fixed if someone fixes our GPU timings.

Files

Capture.PNG	47.3 KB	09/08/2020	TheCrach
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