

## Emulator - Emulator Issues #12250

### NFL Street 2 on Android: Crash caused by unknown instruction MsgHandler.cpp

09/10/2020 12:44 AM - Wumbo

<b>Status:</b> Accepted	<b>% Done:</b> 0%
<b>Priority:</b> Normal	
<b>Assignee:</b> degasus	
<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>
<b>Description</b>	
<b>Game Title</b>	
[NFL Street 2]	
<b>Game Id</b>	
[GN7E69]	
<b>MD5 Hash</b>	
6ac216d88f4c833b0cb2fd9424264dce	
<b>What's the problem?</b>	
Shortly after finishing the first event in NFL Street 2's Own The City Mode, the game will attempt to save your progress after beating the event. When the game goes to save dolphin crashes!	
<b>What steps will reproduce the problem?</b>	
Launch NFL Street 2 and select Own The City mode (create a user profile if needed). Play own the city mode as normal completing the first event. Upon beating the event the game will take you back to the event select menu and prompt you with in game rewards. After acknowledging the rewards and proceeding, the game will attempt to save your progress crashing dolphin	
**Is the issue present in the latest development version? Yes as of version 5.0-12546	
[Version number here]	
<b>Is the issue present in the latest stable version?</b>	
Yes. Version 5.0-12247	
Attached photo	
Briefly shows part of the log where dolphin crashes. The whole log should be attached to this post as well	
Attached Log	
Game Loaded/crash log near the end of the log at timestamp 48:06:232. (Last 50-ish lines)	
<b>What are your PC specifications? (CPU, GPU, Operating System, more)</b>	
[PC specs here]	

Galaxy Note 9, snapdragon 845. Android 10

[Anything else here]

Seems like a niche issue only on Android (issue doesn't occur on my windows laptop with Dolphin current stable as of 9/7/20) on a game that runs pretty well overall

Log states error occurring in MsgHandler.cpp

IntCPU: unknown instruction at 08ff10ff at PC=800fcdc last\_Pc=812ffc8 LR=8018a63c

## History

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### #1 - 09/10/2020 12:50 AM - JMC4789

In the configuration options of Android, in the General Config, there should be a debug menu in newer builds for disabling parts of the ARM JIT. Try disabling one at a time or bisecting the options until the issue no longer occurs. That'll narrow down which instruction is failing.

### #2 - 09/10/2020 01:32 AM - Wumbo

I was able to bypass the issue by creating a save state on the game menu that occurs right before the crash. After launching the game and loading the save point, the game was able to proceed without crashing past the game menu..

Kinda odd, that issue has been persistent for many versions of dolphin over the past year.

Thanks for the JIT debug idea! I will do some testing with that and let you know what I find!

### #3 - 09/10/2020 02:29 AM - Wumbo

- *File Screenshot\_20200909-222447\_Dolphin Emulator.jpg added*

Testing Done on Dolphin 5.0-12546

After disabling each JIT option toggling one at a time I found three disables/ instances that worked/resolved the issue:

1. JIT load store
2. JIT branch
3. JIT disabled

Side note:

For the save state bypass I found that if the save state is created after the event summary menu screen (image attached) then the bypass works. Otherwise, if the save state is created at that summary menu screen it crashes unless the JIT options are disabled

### #4 - 09/10/2020 02:31 AM - Wumbo

Wumbo wrote:

Testing Done on Dolphin 5.0-12546

After disabling each JIT option toggling one at a time I found three disables/ instances that worked/resolved the issue:

1. JIT load store
2. JIT branch

### 3. JIT disabled

Side note:

For the save state bypass I found that if the save state is created after the event summary menu screen (image attached) then the bypass works. Otherwise, if the save state is created at that summary menu screen (or before i am assuming) it crashes unless the JIT options are disabled

#### #5 - 09/10/2020 02:33 AM - JMC4789

- Assignee set to degasus

So it's a JIT Loadstore issue I'm guessing... It'll be annoying to narrow this down further.

#### #6 - 09/12/2020 07:13 AM - JMC4789

- Status changed from New to Accepted

There's not much we can do about this for now without actually debugging it down to a per instruction thing.

#### Files

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dolphin_version_12247.log	275 KB	09/10/2020	Wumbo
Screenshot_20200909-201346_Gallery.jpg	1.1 MB	09/10/2020	Wumbo
Screenshot_20200909-222447_Dolphin Emulator.jpg	929 KB	09/10/2020	Wumbo