

Emulator - Emulator Issues #12278

Android: Segfaults when pressing emulation menu buttons if video backend fails to load

09/25/2020 03:39 AM - ryanebola16

Status:	Fix pending	% Done:	0%
Priority:	Normal		
Assignee:	ryanebola16		
Category:			
Target version:			
Operating system:	Android	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

What's the problem? Describe what went wrong.

Various segfaults and possibly "Unable to report native crash" can occur when pressing emulation menu buttons (Config, Change Disc, etc.) if video backend fails to load. This is easily reproducible when using Android Emulator.

I'm assuming this is because emulation isn't running but so far the stack traces haven't shown me anything useful. If so, perhaps menu options except exit should do nothing until emulation is actually running?

What steps will reproduce the problem?

1. Play a game on Android Emulator. It will fail to load the video backend.
2. Try pressing a menu option such as "Config" or "Change Disc"
3. Observe crash, most likely due to a segfault.

Is the issue present in the latest development version? For future reference, please also write down the version number of the latest development version.

5.0-12685

Is the issue present in the latest stable version?

N/A since old emulation menu is used in 5.0.

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

Samsung Galaxy Note8 (SM-N950U)
Qualcomm Snapdragon 835
Octa-core (4x2.35 GHz Kryo & 4x1.9 GHz Kryo)
Adreno 540
6GB RAM (LPDDR4)
Android 9
OpenGL ES 3.2 [V@331.0](#)

History

#1 - 10/13/2020 02:40 AM - ryanebola16

- Assignee set to ryanebola16

- Status changed from New to Fix pending

Since the PR wasn't immediately shot down, I'll assume that <https://github.com/dolphin-emu/dolphin/pull/9111> is a valid fix for this issue.