Emulator - Emulator Issues #12281

Missing MaxPlay menu music

09/27/2020 05:28 AM - pokechu22

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?

MaxPlay

Game ID?

GNHE5d

MD5 Hash?

8a68e9917d7648674cdb51844a4df3eb (this is the US version that is labeled as Wii compatible (though MIOS now blocks it); I haven't tested the PAL release)

What's the problem? Describe what went wrong.

MaxPlay is missing music on the main menu. Sound effects in the actual games work, though.

What steps will reproduce the problem?

After configuring everything such that Datel games load (IPL enabled, DSP LLE, and dual core), simply start the game (ignoring any pop-up warning messages) and observe a lack of sound.

Is the issue present in the latest development version?

Yes, 5.0-12703.

Is the issue present in the latest stable version?

Yes, 5.0.

What are your PC specifications?

- CPU: AMD A6-340M APU with Radeon(tm) Graphics, 1500 Mhz, 4 Core(s), 4 Logical Processor(s)
- GPU: AMD Radeon HD 6520G
- OS: Windows 10 Pro (Insider preview) 10.0.19042.541

Is there anything else that can help developers narrow down the issue?

The following is logged:

```
21:09:420 Common\MsgHandler.cpp:115 E[MASTER]: Question: FIFO is overflowed by GatherPipe !
CPU thread is too fast!
```

```
21:09:473 Core\HW\MMIO.cpp:197 E[MI]: Trying to write 32 bits to an invalid MMIO (addr=0c001000, v
al=0000001f)
21:09:695 Core\HW\DVD\DVDInterface.cpp:1115 I[DVD]: DVDLowStopMotor
21:10:916 Core\HW\DSP.cpp:362 I[AI]: Audio DMA configured: 731 blocks from 0x802ba7e0
21:22:457 Core\HW\DVD\DVDInterface.cpp:1115 I[DVD]: DVDLowStopMotor
21:22:457 Core\HW\ProcessorInterface.cpp:121 I[PI]: Wrote PI_RESET_CODE: 00000003
21:22:463 Core\HW\ProcessorInterface.cpp:121 I[PI]: Wrote PI_RESET_CODE: 00000007
21:22:463 Core\HW\DVD\DVDInterface.cpp:855 I[DVD]: Read DiscID: buffer 802b99e0
21:22:478 Core\HW\DVD\DVDInterface.cpp:1248 I[DVD]: DTK enabled: buffer size 10
21:22:480 Core\HW\DVD\DVDInterface.cpp:843 I[DVD]: Read: DVDOffset=09900000, DMABuffer = 808777e0,
 SrcLength = 00100000, DMALength = 00100000
21:23:211 Core\HW\DSP.cpp:362 I[AI]: Audio DMA configured: 103 blocks from 0x802ba7e0
21:25:931 Core\HW\DSP.cpp:362 I[AI]: Audio DMA configured: 731 blocks from 0x802ba7e0




The Audio DMA messages seem relevant; the 731 block one occurs when going into the menu and the 103 block one occurs
ingame.

Here's a video of what it should be like: https://youtu.be/-JygxTJX1Uc (my capture setup is a bit jank and there seems to be a bit of
audio distortion that I couldn't hear when using my TV, but this should be enough to confirm if it's fixed)
```