Emulator - Emulator Issues #12302

Interactive Multi-Game Demo Disc March 2002 Video freezing + (dualcore issue)

10/24/2020 08:58 AM - nf6429

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?

[Interactive Multi-Game Demo Disc - March 2002]

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

[G97E01]

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

[fcb1b79c7c88718f8f8bff9950866688]

What's the problem? Describe what went wrong.

[On Dolphin wiki, but no issue, so decided to make one. Besides dual core needing an ini so Sonic Adventure 2 demo doesn't crash randomly, Star Fox Adventures video crashes at a certain point when Fox is holding his staff in the air]

What steps will reproduce the problem?

[Choose Star Fox Adventure's video, will crash at certain point]

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

[5.0-12904]

Is the issue present in the latest stable version?

[Yes]

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.)

[First broken version number here (if applicable)]

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

[Attach any fifologs if possible, write a description of fifologs and screenshots here to assist people unfamiliar with the game.]

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

[i5-7200 2.50 GHZ, Nvidia GeForce 920MX, Windows]

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

[One thing I found is that, occasionally, if you turn on cached interpreter+MMU, the video can actually continue to the end, one time, with MMU only enabled, it got a second further]

History

#1 - 10/24/2020 09:22 AM - JMC4789

If I remember correctly, the demo disc video player is sensitive to dual-issue. Try messing with the Emulated CPU clock a bit.

#2 - 10/24/2020 09:50 AM - nf6429

JMC4789 wrote:

> If I remember correctly, the demo disc video player is sensitive to dual-issue. Try messing with the Emulated CPU clock a bit.

Yep, your right. Even with Cached Interpreter and MMU off, if the timing is put at around 112%, it works, if lower than 100%, it crashes sooner. Thanks for the info.