

## Emulator - Emulator Issues #12347

### Pitfall: The Lost Expedition / The Big Adventure retro minigames are stuttering (Atari 2600 emulation)

12/17/2020 01:24 AM - Avasam

<b>Status:</b> Fixed	<b>% Done:</b> 0%
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<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> 5.0-13253

**Description**

**Game Name?**  
Pitfall: The Lost Expedition  
Pitfall: The Big Adventure

**Game ID?** (right click the game in the game list, Properties, Info tab)  
GPHE52  
RPFE52 (0001000052504645)

**MD5 Hash?** (right click the game in the game list, Properties, Verify tab, Verify Integrity button)  
ad35176fc7a9fad11c38ec68ddcbb621  
b3a92e0f816d2c2f30bf349bcbec4485 (wbfs file)

**What's the problem? Describe what went wrong.**

There are two retro games you can play: "Pitfall!" and "Pitfall II: Lost Caverns". Both experience very bad lag spikes, or stutters, which make them noticeably harder to play, nearly impossible to get past crocodiles. While "Pitfall II" is an optional Easter egg as a bonus for full completion, "Pitfall!" is actually a required part of the completion process for the main game. This is most likely emulator-ception issue, as they are Atari 2600 games.

**What steps will reproduce the problem?**

Getting to "Pitfall!" in-game would take some time. Instead, you can unlock both minigames by entering the following codes on the title screen (where the games asks you to press start):  
Pitfall!: hold L + R then press X, X, Left, Right, X, B, A, Up, X.  
Lost Caverns: hold L + R then press Left, Right, Left, Right, Y, Y, Y.  
Upon releasing L+R you will see the message "Cheat Code Accepted" appear on screen (see attached image).

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

Yes. Tested on  
4.0-9017 (recommended for Pitfall:TLE),  
5.0 (latest stable),  
5.0-13178 (latest dev) and  
5.0-13242 (latest beta)

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

[PC specs here]  
CPU: AMD Ryzen 5 2600

GPU: NVIDIA GeForce GTX 1070  
OS: Windows 10.0.18363 Build 18363

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

You can see the issue in action from 39:51 to 41:20 in this speedrun on emulator by RipperSteveM5:  
<https://youtu.be/N2ep2hzkH7Y?t=2382> (I have of course replicated the issue on my own setup)

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## History

### #1 - 12/17/2020 01:25 AM - JMC4789

Have you tried things like safe texture cache?

### #2 - 12/17/2020 02:02 AM - Avasam

@JMC4789

SafeTextureCacheColorSamples was set to 512 (middle) in GPH.ini, I set it to 0 (safe). I've also set Graphics > Hacks > Texture Cache to "Safe" (leftmost value of the slider).

The Big Adventure (Wii version) did not have any game-specific configuration.

At first glance it seems to have resolved the issue. I have not yet seen other issues caused by changing this option. Only tested on GameCube version, The Lost Expedition, as I could not figure out the cheat code with wiimote and it'll take me more time to get to the minigame.

### #3 - 12/17/2020 02:52 AM - Avasam

- File *RPFE\_data.bin* added

Everything seems well on The Big Adventure as well. Also here's a Wii save that's at Punchau Shrine (the location of the easter egg/minigame) in case that's ever needed.

### #4 - 12/20/2020 12:21 PM - JosJuice

- Fixed in set to 5.0-13253

- Status changed from New to Fixed

<https://dolphin-emu.org/download/dev/331738c8827ab31b68817ced1c481b4478594c47/>

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## Files

Cheat_Code_Accepted.png	684 KB	12/17/2020	Avasam
RPFE_data.bin	469 KB	12/17/2020	Avasam