

Emulator - Emulator Issues #12440

Dolphin crashes when starting a game using OpenGL (macOS Big Sur, Rosetta 2)

03/03/2021 02:11 AM - divuyes

Status: New	% Done: 0%
Priority: Normal	
Assignee:	
Category:	
Target version:	
Operating system: OS X	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?
All of my games, but I'll use Wii Sports as an example.

Game ID? (right click the game in the game list, Properties, Info tab)
RSPE01

MD5 Hash? (right click the game in the game list, Properties, Verify tab, Verify Integrity button)
There is no Verify tab, however I found the MD5 Checksum in Info: 7c4e1be87aeb001f43e7f5fa3a52f70

What's the problem? Describe what went wrong.
When I launch Wii Sports, it popped up with a warning saying "MemoryMap_Setup: Failed finding a memory base." Clicking OK on the warning promptly crashes Dolphin. The screenshot attached is of the error.

What steps will reproduce the problem?
Open Dolphin, run an iso/nkit/wbfs, error message, crash

Is the issue present in the latest development version? For future reference, please also write down the version number of the latest development version.
Yes, but in a slightly different form. When I run version 5.0-13712, I try to open Wii Sports, and it immediately crashes. No error, no nonsense, just a flat out crash. This is likely because I do not have Visual C++ as it will not let me install it.

Is the issue present in the latest stable version?
Yes, version 5.0. This is the main version I use.

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.)
N/A

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>
Issue shouldn't be a graphical one.

What are your PC specifications? (CPU, GPU, Operating System, more)
I have the 2020 base MacBook Pro 13-inch with the M1. It has 8 GB of ram, and is running macOS Big Sur 11.2.1.

Is there anything else that can help developers narrow down the issue? (e.g. logs, screenshots, configuration files, savefiles, savestates)
I attached a screenshot of the errors, and if any more clarifications are necessary, I'd be happy to provide them.

History

#1 - 03/03/2021 08:14 AM - JosJuice

The MemoryMap_Setup problem has already been fixed as far as I know, most likely in 5.0-3981. I don't know why you're getting a crash in recent versions of Dolphin, but it doesn't have anything to do with the Visual C++ redistributable - you only need that on Windows.

#2 - 03/03/2021 08:20 AM - JosJuice

- Subject changed from MemoryMap_Setup crash on macOS Big Sur to Dolphin crashes when starting a game (macOS Big Sur, Rosetta 2)

Renaming the issue to reflect the problem you're having in the latest versions. Reports for 5.0 stable are not considered valid.

#3 - 03/03/2021 12:19 PM - divuyes

Troubleshooting may be significantly easier if you know what the Memory Map error is about. I think it probably has to do with the RAM, however at the time of testing I only had Mozilla Firefox and Discord open, so it shouldn't have run into an issue with that. If you need any information at all, do not hesitate to ask! Thank you!

#4 - 03/03/2021 12:29 PM - JosJuice

The memory map error is about this exceedingly silly piece of code which is no longer in Dolphin:

<https://github.com/dolphin-emu/dolphin/blob/ac267a29405ae768037a8774b84b805a4180d1af/Source/Core/Common/MemArena.cpp#L143>

It has nothing to do with how much RAM you're using. Everyone who's using Rosetta 2 gets it when using 5.0 stable as far as I know.

#5 - 03/03/2021 12:34 PM - divuyes

Ah, so 5.0 on Rosetta just doesn't work. I'll try and get more information on the development version crash as soon as I can.

#6 - 03/03/2021 04:33 PM - divuyes

I've found the problem! It's a graphical problem. Dolphin kept trying to launch in OpenGL, despite the fact that Big Sur dropped support for OpenGL. I switched the engine to Vulkan, and I'm getting perfect performance, better than a real Wii. Thank you for the help! Feel free to close this issue, I do not know how to do how. Dolphin Stable is still giving me the MemoryMap error, but the development version works perfectly fine. Thank you!

#7 - 03/03/2021 04:36 PM - JosJuice

- Subject changed from Dolphin crashes when starting a game (macOS Big Sur, Rosetta 2) to Dolphin crashes when starting a game using OpenGL (macOS Big Sur, Rosetta 2)

- Operating system OS X added

- Operating system deleted (N/A)

OpenGL is still supposed to work, though... It was only deprecated, not removed. I'll leave this issue open for now.

#8 - 03/04/2021 04:19 AM - Anonymous

OpenGL is definitely still there, just no longer updated/officially supported. I suspect that once all their computers have been migrated to ARM, they will finally drop it.

Files

dolphin fail.png	659 KB	03/03/2021	divuyes
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