

## Emulator - Emulator Issues #1245

### Huge Memleaks in Wii (more noticeable in RE Umbrella Chronicles)

08/05/2009 01:13 PM - darkvalen21

<b>Status:</b> Invalid	<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>

**Description**

What steps will reproduce the problem?

- 1.
- 2.
- 3.

What is the expected output? What do you see instead?

What version of the product are you using? On what operating system?

Please provide any additional information below.

#### History

##### #1 - 08/05/2009 01:35 PM - darkvalen21

Sorry, I clicked on submit without entering any info. If you want to rename go ahead :)  
Issue: Huge Memleaks in some Wii Games (more noticeable in RE Umbrella Chronicles)

What steps will reproduce the problem?

1. Open RE Umbrella Chronicles (RE:UC), MK Wii, RE 4 Wii, or Metroid Prime 3 in rev. 3364
2. Start the game and pause (not necessary to see the problem, but it helps)
3. Open Task Manager. In RE:UC you will see memory going up in the range 30MB/s and in the other games the memory goes up about 3-5 MB/s

What is the expected output? What do you see instead?

The games start fine, but after a short period of time afore mentioned games crash.  
Only happens in Wii games in my tests. GC games don't suffer this problem.

What version of the product are you using? On what operating system?

Happens in all versions AFAIK, tested with 32 and 64 bits, IL and normal builds revs 3364 for MP3 and 3900 and up for the rest of games.

Please provide any additional information below.

The crash time depend of the amount of mem leak. When the memory tops your physical limit in the system or 2GB if you use 32 bits, dolphin will crash. If you overlay some statistics in RE:UC, the text. counter goes up even in pause.

**#2 - 08/05/2009 02:29 PM - GCNWIIUploader**

are you using an Ati card?

**#3 - 08/05/2009 04:14 PM - darkvalen21**

I have 2 machines, one with a 4890 and other with Nvidia 8800 gtx. Both gave the same problem in the games mentioned. I know about the leak in ATI cards.

**#4 - 08/05/2009 04:38 PM - sskkiipp**

did you try newer revs? r3364 is pretty old :)

**#5 - 08/05/2009 05:10 PM - darkvalen21**

read above, 3364 is only for MP3, the rest of the games had been tested with 3900+ ;)

**#6 - 08/05/2009 05:34 PM - Anonymous**

so the leak has always been there?

**#7 - 08/05/2009 07:20 PM - darkvalen21**

Well, not many games of Wii have been working reasonably well till recent revisions, so I couldn't test them to see if the leaks had been there always. I will post more results here from older revisions ASAP

**#8 - 08/06/2009 08:44 AM - darkvalen21**

ok, with 9.3 CORRECT revision, the memleaks are less severe. I've been trying different revision of Open GL drivers with dolphin and 9.7 is the worst by far, causing the leaks of nearly 50 MB

9.3 - 1-4 MB/s in RE:UC (normal scenario?)

9.4 - 15 MB/s in RE:UC

9.5 - 20 MB/s in RE:UC

9.6 - 35-45 (sometimes 50 MB/s) in RE:UC

9.7 - 40-50 MB/s in RE:UC

if any of you want to test the leak with other games simply copy atio6axx.dll from any catalyst you want to test into your dolphin folder.

The leak with Nvidia are less severe, but still exists. (3-6 MB/s in RE:UC with 182.50)

**#9 - 08/31/2009 07:00 PM - marcus**

- Status changed from New to Questionable

I can't reproduce this.

Is it still an issue?

**#10 - 09/04/2009 06:33 AM - wangdong1982C**

I can replicate the similar problem with WiiSports, ATI Catalyst 9.7, Win7 x64, Dolphin 4150, memory leak is about 1-3M/s

**#11 - 09/04/2009 06:58 AM - death2droid**

Its a problem with the OpenGL plugin only i think.  
Try using the d3d plugin.

**#12 - 10/04/2009 06:25 AM - wangdong1982C**

I have a clue, maybe it could help.  
JITIL leaks heavily more than non-IL version. eg: In WiiSports, JITIL leaks about 1-3M/s, but non-IL version only leaks 300K-1M/s. I tested it with Win7 x64 & ATI Catalyst 9.9 & Dolphin 4357.

**#13 - 10/07/2009 03:33 PM - chane2k1**

i was having this issue with the OpenGL plugin on my ati card too. i have found a fix  
update your driver too the catalyst 9.10 beta. the leak is fixed in that version.

**#14 - 10/30/2009 01:35 PM - wangdong1982C**

The leak was fixed by Catalyst 9.10, also for my case.

**#15 - 10/30/2009 03:35 PM - Anonymous**

- *Status changed from Questionable to Invalid*