Hard stutter in Arc Rise Fantasia, and possibly others

Transitioning between loading screen causes the game to stutter hard, with the audio buzzing for a bit. Issue occurs every time regardless of backends or shader sync method. Other games are possibly affected as well.

What steps will reproduce the problem?
Enter any dungeon and travel back and forth between screens. Easiest is forest at start of game.

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. 5.0-14002

Is the issue present in the latest stable version?

No 5.0

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.)

5.0-13553

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

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

Windows 10  
Nvidia GTX 1080TI  
Intel 9820x OC'd 4.8Ghz  
Intel 900p NVMe disk  
32GB DDR4 Ram @ 4000Mhz

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

Problem build appears to be changes to cache invalidation.

Savefile attached. On world map just outside first forest.

Audio sample also attached.

Related issues:

Has duplicate Emulator - Emulator Issues #12463: Mario Sunshine boots up extr... Duplicate
Has duplicate Emulator - Emulator Issues #12593: A Boy and His Blob - Game do... Duplicate

History

#1 - 04/07/2021 07:17 AM - JosJuice
   - Regression start set to 5.0-13553
   - Relates to performance changed from No to Yes
   - Regression changed from No to Yes

#2 - 04/07/2021 07:26 AM - JMC4789
   - Milestone set to Current
   - Status changed from New to Accepted

Can confirm that these are some really bad stutters. We may need to look at that fix again.

#3 - 04/07/2021 07:58 AM - degasus
Broken PR: [https://github.com/dolphin-emu/dolphin/pull/9314](https://github.com/dolphin-emu/dolphin/pull/9314)

#4 - 07/20/2021 03:29 AM - JMC4789
   - Related to Emulator Issues #12463: Mario Sunshine boots up extremely slowly after pr #9314 added

#5 - 07/23/2021 09:51 PM - JosJuice
   - Related to deleted (Emulator Issues #12463: Mario Sunshine boots up extremely slowly after pr #9314)

#6 - 07/23/2021 09:51 PM - JosJuice
   - Has duplicate Emulator Issues #12463: Mario Sunshine boots up extremely slowly after pr #9314 added

#7 - 07/23/2021 09:51 PM - JosJuice
   - Has duplicate Emulator Issues #12593: A Boy and His Blob - Game doesn't run at full speed on latest, regression from previous builds added

#8 - 07/25/2021 01:58 PM - JMC4789
   - Status changed from Accepted to Fix pending

Fixed in [https://github.com/dolphin-emu/dolphin/pull/9957](https://github.com/dolphin-emu/dolphin/pull/9957)

#9 - 07/27/2021 04:14 AM - ichee1
Confirmed fixed by pr-9957.
- Fixed in set to 5.0-14768
- Status changed from Fix pending to Fixed

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