

Emulator - Emulator Issues #2480

"Red Steel" not playable (Freeze)

03/28/2010 08:30 PM - gabrielmorano

| | |
|---|---------------------------------------|
| Status: Duplicate | % 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 | |
| What steps will reproduce the problem? 1. Load the iso 2. As soon as the iso loads the words "licensed by Nintendo" will appear and you will notice the game freeze's right there | |
| What is the expected output? What do you see instead? There is no possible combination (neither on the emulator, nor d3d or opengl) that makes this game run. Also reporting that "red steel 2" now loads | |
| What version of the product are you using? On what operating system? r5248 x64 x32 Intel(R) Core2Duo 2.53 2gb GeForce 8400 gt 512 windows 7 x64 | |
| Related issues: | |
| Is duplicate of Emulator - Emulator Issues #661: Wii-Menu Problems: Address b... | Fixed |

History

#1 - 03/29/2010 04:56 AM - brandon.hk.wong

ah, this happened to me, u need to change the sysconf file or something, only thing is that it doesn't guarantee a stable game, it still crashes for me at random places

kinda like Wii Sports Resort, however, that issue is APPARANTLY because the latest revisions removed the Optimize Quantizers option which, if disabled, will make the two games work :S

#2 - 03/29/2010 05:04 AM - gabrielmorano

"Red still 2" work, it's red still 1 the only that has the freeze, and i don't know what you want me to change in the sysvofn, but this is still an issue since it does not work properly on the emulator :S

#3 - 08/04/2010 11:59 PM - gabrielmorano

Game still does not work on r6025 (im reporting this cuz some games where fixed)

#4 - 08/23/2010 12:51 AM - skidau

- Status changed from New to Duplicate

Red Steel has the ES_LAUNCH problem (same as the Wii Menu). Check [issue 661](#) for updates.

#5 - 01/18/2011 08:31 PM - gabrielmorano

Im re opening this Issue as now the game boots (with some errors) but the game gets stuck at the begining... for another different reason :S
I think that the game could possibly work with LLE sound because this very same thing happened with RE Darkside Chronicles Before the fix. (but i can't test it)

here is a video of what happens (with the error messages on screen, except for when it gets stuck because there is no message shown when that happens)

<http://www.youtube.com/watch?v=mx5kGL6yQ54>

Here is a video to compare (this is how it should work)

<http://www.youtube.com/watch?v=7pqZA3aLAgY&feature=related>

#6 - 01/18/2011 09:01 PM - gabrielmorano

Ok using a save i downloaded as a .bin and importing it to the emulator i noticed another issue

the savefile i downloaded is set on an advance place of the game, so i tried to test if the game gets stuck in another place as in the begining
But right from the start I noticed that you cannot move or do any actions (besides looking around) at all
you can't fire, you can't draw your sword, you cannot walk... you can't do a single thing but look.
also there is a complete absense of sound

http://www.youtube.com/watch?v=U_ktCKduwhQ