Emulator - Emulator Issues #4

rev9 32bit 1GB contiguous memory issue

07/16/2008 01:45 AM - daco65

Status:	Fixed	**% Done:**	0%
Priority:	Normal		
Assignee:	hrydgard		
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.start a game
2.stop the game
3.start (another) game

What is the expected output? What do you see instead?
the game to start. but instead of starting dolphinWX crashes

What version of the product are you using? On what operating system?
rev9

Please provide any additional information below.
i get the 1GB problem once i do the steps above. i ALWAYS get it.
and im having it alot more then before :/

History

#1 - 07/16/2008 09:00 AM - hrydgard

- Status changed from New to Accepted

I'll look into it. I've fallen into a habit of restarting dolphin after every test,
meaning that this would never happen to me :-P

#3 - 07/17/2008 07:44 AM - hrydgard

- Status changed from Accepted to Work started

Still not sure what causes this. A memory leak seems likely.

#4 - 07/31/2008 09:12 PM - ChaosCode

this is when you try to load a wii game when you dont have the encryption key file
in the wii folder.

#5 - 08/22/2008 07:48 AM - dealerjosh86

Sometimes this will happen to me even on the first attempt to run a game. Running r258.

#6 - 08/26/2008 10:53 PM - federelli

This happens to me always when i run Dolphin for the first time each release.

#7 - 08/31/2008 04:23 AM - moo.wejoin

still reproducable in 389

#8 - 09/17/2008 08:45 PM - ChaosCode

I'm pretty sure this has been fixed?

#9 - 09/18/2008 12:43 AM - daco65

as i can't stop emualtion im not sure if it is chaos

#10 - 09/18/2008 04:01 PM - n.alvargonzalez

I think it is random. I am using R545 and happens sometimes.

#11 - 09/24/2008 09:47 PM - daco65

n.alvargonzalez, do you still have it?
i could stop emulation for once and restart and no error. if you dont have this error
ill be closing this

#12 - 09/25/2008 05:44 AM - federelli

I haven't gotten this lately.
Whoever i'm unable to stop emulation, since the emulator hangs.

#13 - 09/25/2008 08:48 AM - daco65

- Status changed from Work started to Fixed

this should be fixed. however there is now a bug that stops the emulator from
stopping. i will open a new issue if there isn't one yet

#14 - 09/26/2008 05:49 AM - federelli

I know the issue was closed but i got this today while opening Fzero GX in rev 667 :/.

#15 - 09/26/2008 02:23 PM - daco65

Fzero wont boot anyway
Fzero uses TLB and we dont have TLB emulation yet since it would slow down dolphin
DRASTICALLY

#16 - 09/27/2008 12:52 AM - federelli

It does boot, it complains about TLB after the Nintendo/Sega logo, i do whoever
believe that the emulator was really unable to grab 1GB of contiguous memory, since i
was running so many programs at the same time.

#17 - 11/14/2008 03:44 AM - mabolosilugia

I use rev1000 or later, but this problem still occurs every time.
Anti-Virus softwares are removed. Have dolphin been tested in SP3?

XP-32bit SP3

4GB

#18 - 11/15/2008 05:48 PM - daco65

i have XP SP3 1GB ram and i have no trouble at all :/
when does it happen?