

Emulator - Emulator Issues #4752

Wii Sports + Wii Sports Resort SP2P01

07/29/2011 01:58 PM - tunisiaprince

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

[The following is a template to help you fill out a more informative report]

Note:

Many games do not run yet, or have known problems. Please do not report those games without giving any more information. That means reports like "Game XYZ crashes" are not helpful. Instead try to include as much debug information as possible. Also try to search the issue tracker for similar bugs before creating a new issue.

1) Game Name and ID (as it appears in right click > properties: "GZ2P01", "RSBE01", etc):

Wii Sports + Wii Sports Resort, SP2P01

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

```
log: 55:57:488 Src\Boot\Boot.cpp:164 N[BOOT]: Booting H:\Images\Wii&GC\2676WiiSpREcoEDpalwii\rant-sp2p01(compress).iso
55:57:493 Src\HLE\HLE_OS.cpp:52 N[OSREPORT]: 81200614->81300000|
```

Apploader Initialized.

```
55:57:493 Src\HLE\HLE_OS.cpp:52 N[OSREPORT]: 81200630->81300000| This Apploader built Dec 11 2009 16:01:01 for RVL
```

Not Playable, after the screen where you can decide between Wii Sports or Wii Sports Resort comes a black screen and then nothing happens

2) Did the game ever work correctly (i.e. not have this problem) on an earlier version of dolphin?

(If so, please specify the latest revision that worked.)

only tested with r7683 x86

3) What steps will reproduce the problem?

1.nothing?

2.

3.

4) What version of dolphin are you using (32bit/64bit along with the version as it appears in the title bar: "R 4779", "R 6403M", "3.0", etc)?

On what operating system, drivers, and hardware? Be sure to list OS, graphics driver information, and video card model if you are having

graphics problems, for example.

Host Machine Init:

Operating System = Microsoft Windows 7 Service Pack 1 (build 7601), 32-bit
Physical RAM = 3327 MB
CPU name = AMD Phenom(tm) II X4 955 Processor
Vendor/Model = AuthenticAMD (stepping 03)
CPU speed = 3.207 ghz (4 logical threads)
x86PType = Standard OEM
x86Flags = 178bfbff 00802009
x86EFlags = efd3fbff

x86 Features Detected:

MMX.. SSE.. SSE2.. SSE3
MMX2 .. 3DNOW .. 3DNOW2.. SSE4a

5) Please provide any additional information below.

6) Attachments. *IMPORTANT!* We have a limited storage quota on GoogleCode, so please use a 3rd party host for screenshots or any other files (<http://min.us/> for example).

Related issues:

Is duplicate of Emulator - Emulator Issues #661: Wii-Menu Problems: Address b...

Fixed

History

#1 - 07/29/2011 11:13 PM - marcel.werner3

multiple .dol issue, I guess

#2 - 08/19/2011 09:04 PM - school.player

Yeah, or it might be related to VC demos in SSBB not launching.
But probably multiple DOLs.

#3 - 08/22/2011 11:35 AM - skidau

- Status changed from New to Duplicate

Yeah, I looked into this and it is indeed the old es_launch problem.

#4 - 03/31/2013 01:55 AM - wespipes69

I don't think this is fixed. Someone else just commented on the project feed about this, but with Google Code's lack of a real tracker anymore, it's disappeared from the update list. Anyway, just checked my copy 3.5 1102 and neither could launch for me.

Note: The House of the Dead 2 & 3 disc has the same problem (except at least one of those boots).

#5 - 03/31/2013 02:46 AM - skidau

I've just checked the Wii Sports + Wii Sports Resort pack and it still works in 3.5-1101. There are two things to check: that totaldb.sys is 723388 bytes in size and is in the Sys folder and that idle skipping is enabled.

I'm not sure what is wrong with HOD2+3 as I have not had a chance to borrow the game to investigate it.

#6 - 03/31/2013 03:57 AM - wespipes69

I have a different size for the file....let me try it again. Sorry for the false alarm.

For HOD2+3, hopefully you can grab a copy sometime and see what's up it.