

Emulator - Emulator Issues #5223

Pac-Man Party flashing screen and after freeze

02/20/2012 04:18 PM - arturbc93

Status:	Fixed	% Done:	0%
Priority:	Normal		
Assignee:			
Category:	GFX		
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):
Pac-Man Party (SP7EAF)

2) What is the expected output? What do you see instead?
Game run without flash and freezing in any time. Soon at the start screen the problem happens.

3) Did the game ever work correctly (i.e. not have this problem) on an earlier version of dolphin? Please specify the exact revision when the problem began.
I do not know.

4) What steps will reproduce the problem?
1. Start Game

5) What version of dolphin are you using (32bit/64bit along with the version as it appears in the title bar, 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.
64bits 3.0-421, Windows 7 x64 and Windows 8 Preview x64, ATI Radeon 5870 1GB. Others games works correctly.

6) Please provide any additional information below.

7) 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).

History

#1 - 02/20/2012 04:45 PM - arturbc93

in r6244 x64 works, not 100%, but playable...

#2 - 07/17/2012 03:49 AM - arturbc93

If disable dual cores mode, don't flash the screen, but still freeze, but only in "Press A" screen, no before.

#3 - 02/07/2013 05:17 AM - Billiard26

- Status changed from New to Questionable

- Issue type set to Bug

Is this issue still present in recent revisions?

If so, state which version was tested.

#4 - 02/08/2013 01:54 AM - arturbc93

No more blinks, but this game still freeze on "press A" screen and if I try stop the emulation, the Dolphin stops responding.

#5 - 02/08/2013 07:18 PM - Billiard26

"If so, state which version was tested."!

#6 - 02/08/2013 09:05 PM - arturbc93

Sorry, I have tested on version "Dolphin gamelist-filter Git 3.5-383".

#7 - 02/08/2013 09:32 PM - skidau

Would you please check if the FIFO BP branch fixes the freeze?

<http://dl.dolphin-emu.org/builds/dolphin-FIFO-BP-3.5-334-x64.7z>

<http://dl.dolphin-emu.org/builds/dolphin-FIFO-BP-3.5-331-x86.7z>

#8 - 02/09/2013 02:06 AM - arturbc93

No, on this version still with freeze in "Press A" screen and now I am checking than the game is starting with full speed, but go to slow speed with the time to 10fps.

#9 - 02/09/2013 02:08 AM - arturbc93

I have tested on dolphin-FIFO-BP-3.5-334-x64...

#10 - 02/09/2013 02:14 AM - arturbc93

on dolphin-FIFO-BP-3.5-331-x86 default settings, have blinks and freeze before of intro movie.

Note: I hide panic messages, on this with default settings show a message before freeze.

#11 - 02/09/2013 02:55 AM - arturbc93

I enable panic messages on dolphin-FIFO-BP-3.5-334-x64...

Messages:

1st on Play game:

"EFB: Poke Z not implemented (tried to poke z value 0xfffff at (0,0))"

2nd on save data load:

"GFX FIFO: Unknown Opcode (0x3f).

This means one of the following:

- * The emulated GPU got desynced, disabling dual core can help
- * command stream corrupted by some spurious memory bug
- * this really is na unknown opcode (unlikely)
- * some other sort of bug

Dolphin will now likely crash or hang. Enjoy."

3rd, after 2nd message -

```
"Illegal command 3f
CPBase: 0x0167a100
CPEnd: 0x017fa0e0
CPHiWatermark: 0x0017c000
CPLoWatermark: 0x000c0000
CPReadWriteDistance: 0x00003bc0
CPWritePointer: 0x0167dcc0
CPReadPointer: 0x0167a100
CPBreakpoint: 0x00000000
bFF_GPReadEnable: true
bFF_BPEnable: false
bFF_BPInt: false
bFF_Breakpoint: false"
```

4th after 3rd and repeat the 2nd message

5th after 4th and repeat the 3rd message, but change some codes:

```
CPReadWriteDistance: 0x00008140
CPWritePointer: 0x01682240
```

6th after 3rd and repeat the 2nd message

7th after 6th and repeat the 3rd message, but change some codes:

```
CPReadWriteDistance: 0x0000c6e0
CPWritePointer: 0x016867e0
```

8 after 7th and repeat the 2nd message

have more 32 messages on this sequence after the message 8, play the intro and back this messages again after intro after 6 messages begin a new messages for example "FIFO out of bounds(sz= 1048631, at 00000000)" and repeat this last message forever, but increase this number.

#12 - 02/03/2014 03:30 PM - Autoran1

- Status changed from Questionable to Accepted

Still here

#13 - 03/30/2014 03:41 PM - Autoran1

Investigated this issue

Was broken by r6682 of old SVN code- r24eafcb3

The commit is pretty simple, commenting out the code fixes it for recent build

<http://i.minus.com/iBFYdmz2KPtCJ.jpg>

everything works perfectly, no blinks, no freezes, no FIFO error messages

waiting for fix

#14 - 03/30/2014 04:17 PM - Sonicadvance1

- Category set to gfx

- Operating system N/A added

Awesome, that narrows it down very nicely.

Thanks for the legwork.

#15 - 09/21/2014 10:17 AM - JMC4789

This probably should get looked at again. Has anyone tested it to make sure the game it fixed at the time still works?

#16 - 09/22/2014 07:04 AM - skidau

I have created PR [#1144](#) to fix this issue.

<https://github.com/dolphin-emu/dolphin/pull/1144>

Please test the fix by compiling the patch:

<https://github.com/dolphin-emu/dolphin/pull/1144.diff>

Or download (Windows)

<https://dl.dolphin-emu.org/prs/pr-1144-dolphin-latest-x64.7z>

#17 - 09/29/2014 04:02 AM - skidau

- Status changed from Accepted to Fixed

Fixed by 4.0-3436 (007ba13cfab6d0f0be693d45be2ea00350bb3aac)

#18 - 11/29/2014 03:51 AM - erreyzero

please help this game now run, but slow on win 7 x64 ;(

#19 - 07/30/2015 10:29 PM - nbh1204

Anyone have a file for me? Cause i have Windows 8.