

Emulator - Emulator Issues #647

Complete GC BBA emulation

02/25/2009 05:44 PM - marcus

Status: Fixed	% Done: 0%
Priority: Low	
Assignee: sktsqrl	
Category:	
Target version:	
Operating system: N/A	Relates to performance: No
Issue type: Feature request	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. Change the sp1 option in Gamecube Config to BBA
2. Boot Mario Kart: Double Dash
3. Dolpin instantly crashes and closes, no errors...

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

I expect the game to continue with the opening logos and show the extra main menu option for LAN races, but it just crashes and goes away.

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

r2434 on WinXP SP2.

Please provide any additional information below.

No other games are affected, as they don't look for BBAs on boot.

History

#1 - 02/25/2009 06:04 PM - lpfaint99

- Issue type set to Feature request

- Priority set to Low

BBA is incomplete, we should disable that option until it is in a more usable state

#2 - 02/25/2009 09:07 PM - marcus

ok...Thanks for working on it!

#4 - 03/25/2009 05:23 AM - Mad-fighter

hi, will this (if its working anyways) work for Super Smash Bros Melee aswell? so can i play melee on lan or online?

#5 - 03/25/2009 08:03 AM - Mad-fighter

probably its known already but i wanna make sure that its gotten mentioned:

http://www.geocities.com/the_psychotic_worm/ssbmonlinetutorial.htm

#6 - 03/25/2009 02:18 PM - Sonicadvance1

Very low chance of the PSO code injecting to work to get to play SSBM online. I may look in to working on this some more in a little bit

#7 - 03/25/2009 08:38 PM - Mad-fighter

good to know that you keep working on this issue, theres a big gamecube and especially melee community whos waiting for online challanges :) really hope this gets realized some day

#8 - 03/25/2009 08:43 PM - marcus

Yeah, the best way to do this is probably a Kaellera thing...

#9 - 03/28/2009 03:51 PM - lpfaint99

netplay will likely be separate from bba, only around 6 games actually use the bba gcars would be overkill for dolphin, it would be easier to implement something similar in code, sending the buttonpresses the same way that gcars works

#10 - 04/05/2009 07:31 PM - kevinx0404

what is bba?

#11 - 04/05/2009 07:36 PM - marcus

broadband adapter

#12 - 06/19/2009 03:32 AM - Sonicadvance1

- Status changed from New to Work started

BBA work is stalled by how Dolphin handles interrupts, causing many problems in BBA. Will stay in this state of limbo until interrupts are emulated the correct way.

#13 - 05/21/2010 09:06 PM - coolcat33333

Is this still stalled? Some people like me want to play certain BBA games online.

Mainly I want to play PSO EP3 on Schthack's server.

#14 - 05/21/2010 09:08 PM - Sonicadvance1

Aye, nobody has taken an interest in it.

#15 - 05/21/2010 09:12 PM - coolcat33333

Damn, if only I had a BBA and could find my Gamecube :/

#16 - 07/20/2010 07:55 AM - nythain

Functional BBA support would be awesome for PSO Ep 3 on Schthack server. Makes me sort of sad.

#17 - 05/25/2011 09:03 PM - mbc07

Well, what is the current state/progress of BBA emulation?

#18 - 05/27/2011 03:03 PM - aka.Simon

bba emulation would be amazing for the pso fans out there :o

#19 - 04/21/2012 10:31 PM - LiquidSpikes

Hello, I have a BBA and a GameCube, I would like to help adding this feature!

#20 - 06/21/2012 10:31 PM - sktsqrl

I've gotten the bba working (<http://forums.dolphin-emulator.com/showthread.php?tid=23858>) and will commit soon, once I polish it a bit. Currently it works perfectly on my laptop but is very flakey on my desktop...strange... Also, I have only done the Windows implementation, but I believe it should be easy to do for, at least, linux. no clue about os x.

#21 - 06/22/2012 12:01 AM - Mofoman2000

Wow, congratulations! One of the oldest issues can finally be put to rest soon. Hopefully.

#22 - 07/05/2012 12:10 AM - sktsqrl

It's pretty much done apart from GUI to configure it and OS X support.

#23 - 12/26/2012 01:51 AM - parlane

Is this closable ?

#24 - 12/26/2012 02:26 AM - mbc07

I think no, from what I've seen around in the forums the current BBA implementation aren't working on Mac OS

#26 - 10/31/2013 09:21 AM - JMC4789

On Hold until someone takes up OSX implementation.

Quoting Sonic1: "Probably should be on hold. Only thing stopping BBA emulation on OS X is someone needs to install open tuntap for OS X and make a BBA backend for it. then write up some instructions on how to set up the interface. It'll be extremely close to how the linux setup is."

#27 - 12/09/2013 03:18 PM - NeoBrainX

- *Status changed from Work started to Accepted*

OnHold=>Accepted.

#28 - 04/14/2014 12:15 AM - delroth

OSX support just merged.

#29 - 04/14/2014 12:15 AM - delroth

- *Status changed from Accepted to Fixed*