Emulator - Emulator Issues #6525

Warning while playing Paper Mario Thousand Year Door (Win 32)

08/23/2013 02:52 AM - gamedevistator

Status:	Fixed		**% 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

Paper Mario Thousand Year Door

As i was playing the game, i get to the the chapter with the punies, and as i was in the tree and going down a pipe, dolphin crashed with a warning and its happened a few times and the message is random, and i dont get this message with any other game i play. I use dolphin version 3.5-1876 and i cant tell if the version matters since the message is random in this game.

http://imageshack.com/a/img835/5599/uva8.png

windows 8 6gb of ram AMD radeon 6870 asus oc. intel core 2 quad q8400 @2.66 64 bit

History

#1 - 08/23/2013 03:06 AM - MaylmiIae

- Status changed from New to Questionable

You didn't provide enough information.

1. What are your settings? Screenshots showing all of them would be preferred.

2. Are you using any cheats?

3. Have you checked the MD5 hash of your game? Check the dump information files that you got when you dumped it, or download an MD5 hash checker. Get the hash and put it into google and see what you got. While you're at it, put the hash you got here.

4. You forgot to include the GameID.

5. Provide a GCI file just before where you encountered the bug, so we can reproduce it. Use Tools > Memory Card manager to create a GCI of your paper mario save. Remember to upload it to a site like dropbox or mediafire.

#2 - 08/23/2013 04:33 AM - gamedevistator

I couldn't reproduce the warning since its random and it think you have to play for a while to get the warning. Here is the GCI save. play file 2 and see if you get the message. As for the dump information i dont know where its at.
http://www.mediafire.com/download/vb3dkn196fzc16i/G8ME_mariost_save_file.gci

#3 - 08/23/2013 04:35 AM - gamedevistator

here are my settings and the rest of the settings are default
http://imageshack.com/scaled/large/716/38kd.png
http://imageshack.com/scaled/large/836/r3xi.png
http://imageshack.com/scaled/large/41/xpvh.png
http://imageshack.com/scaled/large/404/yu5g.png
Game Id:G8ME01

#4 - 08/23/2013 04:38 AM - JMC4789

D3D11 is the worst back-end for Paper Mario: The Thousand Year Door. I don't think it'll fix your crash (I don't think it possibly could cause it) but it'll stop some flickering issues that crop up every once in a while. Otherwise, your settings look fine.

#5 - 08/23/2013 04:51 AM - gamedevistator

I didnt use any cheats

#6 - 08/23/2013 05:25 AM - Maylmilae

Did you check your MD5 hash?

#7 - 08/23/2013 06:52 AM - gamedevistator

Where do i find the MD5 hash?

#8 - 10/31/2013 08:36 AM - JMC4789

If there is no reply soon, I will assume invalid and mark the issue as such.

Regardless, find you disc MD5 by loading it into a program called "winmd5free"

Give us the output of that and we can verify whether it's a good dump or not on redump.org.

#9 - 11/15/2013 06:06 AM - gamedevistator

It seems to be fixed. Haven't had any warning since, and im almost done with the game.

#10 - 01/09/2014 02:50 PM - jesse_lun

I'm not sure if it's related, but me and a user on TASVideos reported Dolphin crashing as soon as a savefile within the punis was loaded:
http://tasvideos.org/forum/viewtopic.php?p=363588#363588

The save file in question is here:
https://www.mediafire.com/?9wy8qadwv5tcf5d

#11 - 01/09/2014 02:51 PM - JMC4789

I have a savefile in the same area and it works fine. I'm really thinking someone is doing something is wrong.

#12 - 01/09/2014 03:46 PM - jesse_lun

Well, I just tested it on the builds without the fix, namely the one in the download page, 4.0.2, and it seems to be able to load the savefile without problem. Yet when I tried it on dolphin-master-4.0-604-x86.7z, it crashed.

#13 - 01/09/2014 03:48 PM - JMC4789

What fix?

#14 - 01/09/2014 03:48 PM - jesse_lun

er...since I can't seem to edit my comment, the "fix" I mentioned is the one referenced in the forum thread.

#15 - 01/09/2014 08:24 PM - jesse_lun

If it helps, the build that the savefile crashed on is
https://dolphin-emu.org/download/dev/45f74840d6a32f278fedbe0381e7db1127669ce5/

#16 - 01/16/2014 02:54 PM - jesse_lun

Ok, and update:
I tested loading the savefile
https://www.mediafire.com/?9wy8qadwv5tcf5d
on the latest build:
https://dolphin-emu.org/download/dev/5fb8d07953a808b71e6cae6c2e6ed6bd8e104364/

and it gives me this:
http://imgur.com/nLz2Hfb

I'm using OpenGL, if that helps.

#17 - 02/01/2014 12:51 AM - crudelios

This seems to only affect Win32 builds.

Is everyone who is crashing using a Win32 version of Dolphin?

If so, I may have a fix in hand. It's a weird compiler optimization bug, and the fix is no less weird.

Here's a Win32 custom built version without the crash. Please test and send feedback:

https://dl.dropboxusercontent.com/u/15465721/Dolphin.zip

#18 - 03/02/2014 07:20 PM - jesse_lun

I just checked the build you provided. It doesn't crash Dolphin now, but the puni graphics have become glitched once more:

http://i.imgur.com/IQvD7We.png

#19 - 03/02/2014 07:26 PM - JMC4789

- Status changed from Questionable to Accepted

I guess since it's fixable this should be accepted?

#20 - 03/02/2014 07:45 PM - jesse_lun

Ok, I can confirm this has nothing to do with the graphic bug, since for revisions as far back as this:
https://dolphin-emu.org/download/dev/94f8c68a35b6b29e6670092ebc78e0dcd206463e/

Seems to crash dolphin upon loading the savefile. :o

#21 - 03/02/2014 07:52 PM - JMC4789

The graphical bug is its own issue and well known. This issue is for the crash/warning stuff.

#22 - 03/17/2014 06:40 PM - crudelios

The next big bbox revision (it's a slow work in progress) will fix this and the puni graphics as well.

#23 - 03/18/2014 05:21 AM - JMC4789

Looking forward to seeing it :)

#24 - 10/13/2014 07:17 AM - JMC4789

- Status changed from Accepted to Fixed

Fixed by 4.0-3610 -> https://dolphin-emu.org/download/dev/9551650c42d8e256043a5783ba3b7b3aa18e350d/