

Emulator - Emulator Issues #661

Wii-Menu Problems: Address book, Memo, Game Booting, GC Disc Recognition, Settings

02/28/2009 03:59 AM - ChaosCode

Status:	Fixed	% Done:	0%
Priority:	Normal		
Assignee:	lpfaint99		
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			
<p>What steps will reproduce the problem?</p> <ol style="list-style-type: none"> 1. Go to the address book 2. 3. <p>What is the expected output? What do you see instead?</p> <p>A address book but I get a message about the file system being corrupted.</p> <p>What version of the product are you using? On what operating system?</p> <p>R2464</p> <p>Please provide any additional information below.</p> <p>FYI, F1res your the best man, thanks for working on the os part.</p>			
Related issues:			
Has duplicate Emulator - Emulator Issues #662: Wii-Menu: Memo		Duplicate	
Has duplicate Emulator - Emulator Issues #663: Wii-Menu: Disk Channel		Duplicate	
Has duplicate Emulator - Emulator Issues #664: Wii-Menu: Wii Settings		Duplicate	
Has duplicate Emulator - Emulator Issues #761: ninja red steel		Duplicate	
Has duplicate Emulator - Emulator Issues #1000: "Red Steel" IOCTL_ES_LAUNCH e...		Duplicate	
Has duplicate Emulator - Emulator Issues #1481: Red Steel doesnt work		Duplicate	
Has duplicate Emulator - Emulator Issues #1737: Wii menu without channels		Duplicate	
Has duplicate Emulator - Emulator Issues #1774: Add the possibility to return...		Duplicate	
Has duplicate Emulator - Emulator Issues #1792: Wii menu problem.....		Duplicate	
Has duplicate Emulator - Emulator Issues #1991: "Wii Menu->Wii Settings" show...		Duplicate	
Has duplicate Emulator - Emulator Issues #2009: Ability to launch games from ...		Duplicate	
Has duplicate Emulator - Emulator Issues #2013: Wii channels aren't loading		Duplicate	
Has duplicate Emulator - Emulator Issues #2146: When loading the wii menu, th...		Duplicate	
Has duplicate Emulator - Emulator Issues #2213: Wii Menu does not show Channels		Duplicate	
Has duplicate Emulator - Emulator Issues #2469: Wii settings show blank black...		Duplicate	
Has duplicate Emulator - Emulator Issues #2480: "Red Steel" not playable (Fre...		Duplicate	
Has duplicate Emulator - Emulator Issues #2707: Call of Duty 3 NTSC - IOCTL_E...		Duplicate	
Has duplicate Emulator - Emulator Issues #2838: Metroid prime trilogy green s...		Duplicate	
Has duplicate Emulator - Emulator Issues #3186: Unable to start pal games via...		Duplicate	
Has duplicate Emulator - Emulator Issues #3261: House of the Dead 2 & 3 Retur...		Duplicate	
Has duplicate Emulator - Emulator Issues #3585: Metroid Prime Trilogy [Wii] -...		Duplicate	
Has duplicate Emulator - Emulator Issues #3634: "IOCTL_ES_LAUNCH:Game Tried t...		Duplicate	

Has duplicate Emulator - Emulator Issues #3679: Metroid Trylogy no working	Duplicate
Has duplicate Emulator - Emulator Issues #3705: MK Armageddon get grey screen	Duplicate
Has duplicate Emulator - Emulator Issues #3779: Unknown pointer to 0xffffffff...	Duplicate
Has duplicate Emulator - Emulator Issues #4042: Wii menu crash in dolphin r7044	Duplicate
Has duplicate Emulator - Emulator Issues #4242: Setting menu is not accessibl...	Duplicate
Has duplicate Emulator - Emulator Issues #4594: The house of the dead return	Duplicate
Has duplicate Emulator - Emulator Issues #4619: Call of Duty 3 - ingame wiimo...	Duplicate
Has duplicate Emulator - Emulator Issues #4752: Wii Sports + Wii Sports Resor...	Duplicate
Has duplicate Emulator - Emulator Issues #5210: Wii sytem menu hangs and crashes	Duplicate
Has duplicate Emulator - Emulator Issues #5257: Wii Menu Crashing	Duplicate
Has duplicate Emulator - Emulator Issues #5623: Kirby's Dream Collection Spec...	Duplicate
Has duplicate Emulator - Emulator Issues #5624: Back To The Future	Duplicate
Has duplicate Emulator - Emulator Issues #6400: Games cannot launch from Disc...	Duplicate

History

#1 - 07/14/2009 07:24 PM - XTra.KrazzyY

- Status changed from New to Work started

These are the various issues with the Wii System Menu.

#2 - 07/14/2009 07:25 PM - XTra.KrazzyY

[issue 662](#) has been merged into this issue.

#3 - 07/14/2009 07:25 PM - XTra.KrazzyY

[issue 663](#) has been merged into this issue.

#4 - 07/14/2009 07:25 PM - XTra.KrazzyY

[issue 664](#) has been merged into this issue.

#5 - 07/16/2009 03:49 PM - ChaosCode

loading from the disk channel is currently not working. R3816

#6 - 07/16/2009 09:04 PM - hondza555

confirm. disk channel not work.

#7 - 07/16/2009 09:16 PM - Ipfaint99

set your default iso as a pal wii game, and try again :)

#8 - 07/16/2009 10:03 PM - XTra.KrazzyY

woot

#9 - 07/17/2009 06:04 PM - ChaosCode

I said loading a game from the disk channel isnt working.

#10 - 07/17/2009 06:57 PM - bkchaw

well, maybe he meant starting game from disc channel isnt working. it used to work.

#11 - 07/17/2009 10:47 PM - Ipfaint99

my mistake, I've never had running a game from the channel work

#12 - 08/07/2009 06:02 AM - ChaosCode

wii menu now locks up after the warning screen. I think this is related to changes Nolan made to the watch dog.

#13 - 08/07/2009 08:38 AM - sskkiipp

Wii Menu locked up before r3940, if you mean that change. Only works in Interpreter Mode (Jit - Error).

#14 - 08/07/2009 08:53 AM - lpfaint99

works in jitil as well. see [issue 1182](#)

#15 - 08/07/2009 09:45 AM - sskkiipp

so, is there anyone who could enhance and repair jit ? :) For me it's just too complicated :D

#16 - 08/07/2009 10:35 AM - XTra.KrazzY

It's not *that* complicated, once you get to know it

#17 - 10/15/2009 04:26 PM - ChaosCode

I know that you said your code caused a tbl memory error but after talking with ector we agree the code should still be committed so we can try to figure out why,

#19 - 10/16/2009 03:45 AM - Anonymous

TLB!!!! D:

also that is a term which we really should replace with "MMU", but meh.

#20 - 10/17/2009 06:51 AM - ChaosCode

lpfaint99 provided a patch but I was told its to hacky for commit and it causes TBL/MMU errors on some versions of the menu. can someone with a real wii test the menu and see what is going on when [www.arc](#) is accessed. thanks.

<http://pastie.org/658525>

#21 - 10/17/2009 06:51 AM - lpfaint99

really really hacky (lazy :p) code that checks for .arc file access and unpacks it to a dir of the same name

<http://pastie.org/658525>

#22 - 10/19/2009 02:34 AM - ChaosCode

I'm making progress using this patch, reason it was erroring out is because you were deleting the file and the IOS was still trying to read the file.

#23 - 10/19/2009 03:16 AM - ChaosCode

after messing with this and talking to booto and shuffle2. it would seem this is the wrong way to do it. some kind of interface layer needs to be built for U8 files. Way

over my head.

#24 - 10/21/2009 07:52 PM - ChaosCode

Ok, some more info on this. I did this mod with the help of boot0. This causes the emu to crash with unknown pointer issues. with out more help from dev's that have a wii and know what they are doing this issue has zero chance of ever being fixed.

```
else if (!File::IsDirectory(Filename.c_str()))
{
    //check for arc file
    const char *result = strstr(Filename.c_str(),
```

```
".arc");
if(result && result[4] == 0x00)
{
    WARN_LOG(WII_IPC_FILEIO, "%s Not a directory but
is a ARC file - return FS_RESULT_OK", Filename.c_str());
    ReturnValue = FS_RESULT_OK;
    break;
}
else
{
    WARN_LOG(WII_IPC_FILEIO, "%s Not a directory -
return FS_INVALID_ARGUMENT", Filename.c_str());
    ReturnValue = FS_INVALID_ARGUMENT;
    break;
}
}
```

#26 - 10/21/2009 08:06 PM - ChaosCode

here is a log file i made with all hacks off int mode and software gpu.

#27 - 11/15/2009 04:48 AM - masterkillua123

You can't read the messages of wii menu too.

Q : Really the "Install to Wii Menu" .wad work??For me doesn't work. SOMebody know if that work?

#28 - 12/13/2009 10:45 PM - Anonymous

[issue 1792](#) has been merged into this issue.

#29 - 12/13/2009 11:15 PM - Anonymous

[issue 1774](#) has been merged into this issue.

#30 - 01/05/2010 06:13 PM - Ipfaint99

[issue 1737](#) has been merged into this issue.

#31 - 01/09/2010 06:14 PM - oungawak

You have forgotten "no channel" in the summary.

Poor Wii menu... It doesn't deserve such maltreatements. xD

#32 - 01/13/2010 11:35 PM - skidau

[issue 2013](#) has been merged into this issue.

#33 - 01/22/2010 02:44 PM - CuentaSpam23

Booting from disc channel is not working again (It is trying to reload IOS)

#34 - 01/26/2010 02:29 AM - ayuanx

[issue 2146](#) has been merged into this issue.

#35 - 02/03/2010 08:28 PM - Ipfaint99

[issue 2213](#) has been merged into this issue.

#36 - 02/18/2010 06:20 PM - Anonymous

[issue 1991](#) has been merged into this issue.

#37 - 04/04/2010 07:16 PM - NeoBrainX

[issue 2469](#) has been merged into this issue.

#38 - 05/19/2010 05:10 AM - Ipfaint99

just an update: banners can be loaded with a pending patch, only works on 1 sysmenu version that I have dumped

ES_Launch still needs to be implemented

#39 - 05/19/2010 05:14 AM - Ipfaint99

almost forgot the pics :p

<http://i46.tinypic.com/ml1onm.png>

<http://i46.tinypic.com/33ue9ar.png>

#40 - 05/19/2010 10:13 PM - thegamefreak0134

Oh wow. Can you link to the patch? Also, which system menu version did you try?

#42 - 08/20/2010 02:02 AM - skidau

[issue 2838](#) has been merged into this issue.

#43 - 08/20/2010 02:04 AM - skidau

[issue 2707](#) has been merged into this issue.

#44 - 08/20/2010 02:06 AM - skidau

[issue 1000](#) has been merged into this issue.

#45 - 08/20/2010 01:48 PM - marcel.werner3

Any progress here?

Maybe a little list of all the games which are directly affected by this issue?

Metroid Trilogy

Red Steel

Call of Duty 3

...any others?

#46 - 08/23/2010 12:51 AM - skidau

[issue 2480](#) has been merged into this issue.

#47 - 08/23/2010 12:52 AM - skidau

[issue 1481](#) has been merged into this issue.

#48 - 08/23/2010 12:52 AM - skidau

[issue 761](#) has been merged into this issue.

#49 - 09/05/2010 07:06 AM - lpfaint99

returning to installed wii menu from a disc based game is working with a pending patch

however wiimote does not work

launching title from the wii menu has a similar issue

only tested photo channel 1.1, channel loads but wiimote does not work

#50 - 09/05/2010 07:39 AM - lpfaint99

please test the affected games with r6176

#51 - 09/07/2010 10:50 PM - lpfaint99

[issue 3186](#) has been merged into this issue.

#52 - 09/08/2010 06:28 AM - lpfaint99

updating since i cannot get on irc currently :/

Booting from disc channel should work with all pal wii games

booting pal channels should work with system menu versions < 3

current issue with system menu versions 3+ seems to be related to the tik files of the installed channels

to see the effects of this you can test by

removing the check for later system menu versions in ipc_es

with a clean nand (no nand dump)

install sysmenu 3 or higher

test and working with the disc channel

install a pal or region free channel (mii channel)

menu now says files are corrupted

remove tik for mii channel

menu now is back to only the disc channel

note: tested with mii channel v4 v6

separate issue with photochannel 1.1, it seems that even with a tik it is not displayed in sysmenu 3+

#53 - 09/08/2010 08:37 PM - lpfaint99

ssbb pal tries to reload ios 00000001/00000024 with eslaunch currently as indicated in r6191 comments

#54 - 09/09/2010 02:43 AM - lpfaint99

additional items that need to be implemented

ES_Launch for ios

Fix ES_Launch so that wm doesnt need to be disconnected and reconnected after being called

all system menus seem to suffer from a Semi/Partial Brick, sysmenus 3.0+ may be a banner brick

<http://wiibrew.org/wiki/Brick>

#55 - 09/09/2010 06:45 AM - lpfaint99

just adding some notes so I dont have to look hard to find them :p

based on

<http://hackmii.com/2008/05/autopsy-of-a-mario-kart-brick/>

and

<http://hackmii.com/2008/05/anatomy-of-a-mario-kart-brick-pt-2/>

3.0+ added the concept of shared contents

and may have added tmnds.sys

also this may be useful

<http://code.google.com/p/wii-fsck/wiki/EssentialFiles>

#56 - 09/09/2010 06:49 AM - marcel.werner3

are these works mainly to make the Wii menu more functional (to make games start from out of the menu) or also to get those games to boot which fail because of whatever they are calling the menu for? (like Metroid Trilogy etc.)

#57 - 09/09/2010 07:17 AM - skidau

Yeh, we'll try to make the channels show in the newer versions of the system menu and hopefully be able to successfully launch them. From there, our understanding of how the Wii does "multiboot" will be good enough to fix games like Metroid Trilogy. That's the plan, anyway.

#58 - 09/09/2010 07:35 AM - marcel.werner3

Sounds good enough for me :)

#59 - 09/09/2010 07:37 PM - giaga7

Good guys!:) I support you, I think fixing wii system menu, will fix also a lot of wiiware games and some other games, and maybe I will be able to go to menu from a game!:)

#61 - 09/11/2010 04:37 PM - moinonono

Hi LPFaint, I'm the one who wrote a message in r6198 review (with aitorzubiala username).

In that message I wrote "the game says that I don't have space for the save". I did try with a lot of games, and yes, more or less are all the games which give me that message!! I use SystemMenu v194, Dolphin r6200 x64, and Windows 7 x64. Here is the list of the games a try to launch from SysMenu:

- Alice in Wonderland, Driver, Indiana Jones, Mario & Sonic Winter Sports, Mario Kart Wii, New Super Mario, PES 2010, Ready 2 Rumble, Super Smash Bros Brawl, Star Wars Force, Super Mario Galaxy 1&2, Tiger Woods PGA 2010, Virtua Tennis 2009, Wario Ware Smooth Moves, Wii Sports Resort .

The following games don't read my save file(s), but they allow to save a savefile:

-Alone in the dark, Resident Evil: The Umbrella Chronicles & The DarkSide Chronicles, Silent Hill.

The following games don't boot for me (launching from the SysMenu):

- Zelda TP, Wii Sports

#62 - 09/16/2010 04:49 AM - skidau

[issue 2009](#) has been merged into this issue.

#63 - 09/26/2010 09:34 PM - skidau

[issue 3261](#) has been merged into this issue.

#64 - 10/14/2010 11:37 AM - marcel.werner3

this might be interesting for you:

some in the forums (<http://forums.dolphin-emu.com/thread-11407.html>) said they got Red Steel ingame with a recent revision.

Well, I don't ...maybe because I have a NAND-dump?

See, when I start Red Steel (or Pangya! Golf with Style!, same issue), there's the health warning screen and then it switches to Wii Disc Channel; there's an entry for the game (+ the Mii Channel which I had installed) and when I start the game from there, I only get a black screen, FPS at 60, nothing happens...

#65 - 10/15/2010 08:37 AM - marcel.werner3

update: aye, as I thought, it works without NAND-dump, without it doesn't. Hope this'll help you guys :)

#66 - 10/15/2010 02:36 PM - lpfaint99

Do you mind testing with no nand dump, manually extractng and installing the ios wad from red steel's update partition and testing. Unfortunately I do not own the game.

If you don't know which ios to install, try enabling panic handlers to see the eslaunch error

#67 - 10/15/2010 03:06 PM - marcel.werner3

(BTW: Of course my last text was supposed to say "WITH it doesn't" ;))

Ok, I did what you asked me for...now what exactly do you want me to tell you? ^

Without NAND-dump the game starts (as well as Pangya), but with panic handlers I had 4 warnings...after installing the IOS from the update partition (there was only IOS9-64-v516) I only got two warnings. I could send you my Dolphin log if that helps...? (doesn't look interesting, though)

#68 - 10/15/2010 03:19 PM - lpfaint99

Just to be make sure I understand, it boots with no nand dump, even after installing the ios9 files?

It probably won't have much info, but can you upload log and link to it please

#69 - 10/15/2010 10:43 PM - marcel.werner3

"Just to be make sure I understand, it boots with no nand dump, even after installing the ios9 files?" - exactly.

Alright, here's the log:

<http://www.zshare.net/download/81590730ed05e092/>

#70 - 11/28/2010 01:56 PM - skidau

[issue 3585](#) has been merged into this issue.

#71 - 12/06/2010 08:20 PM - skidau

[issue 3634](#) has been merged into this issue.

#72 - 12/10/2010 01:36 PM - skidau

[issue 3679](#) has been merged into this issue.

#73 - 01/02/2011 05:49 PM - lpfaint99

[issue 3705](#) has been merged into this issue.

#74 - 01/26/2011 12:22 AM - gabrielmorano

why mi issue was merged with this one?

it has nothing to do with this one Oo

#75 - 01/26/2011 12:28 AM - Sonicadvance1

Your issue is a es_launch issue, which deals with this issue because it's a general Wii menu problem.

#77 - 01/26/2011 12:54 AM - gabrielmorano

but i can overpass the es_launch issue (i think so) i mean the issue is there, but if you just ignore it you can get into game
The problem is the game gets stuck (i also checked it on LLE and it does not work either)

just in case :p

#78 - 02/03/2011 04:25 AM - lpfaint99

[issue 4042](#) has been merged into this issue.

#79 - 02/03/2011 04:25 AM - lpfaint99

[issue 3779](#) has been merged into this issue.

#81 - 03/11/2011 08:14 AM - skidau

[issue 4242](#) has been merged into this issue.

#82 - 03/11/2011 11:57 AM - Dante38490

Setting menu is not accessible by the wii menu
when clicked it makes a nice black screen
and nothing happens and the key home run over
Dolphin r7327 X64

#83 - 03/11/2011 01:58 PM - Dante38490

it gives me on his log when I want to go on parameter

54:25:162 Src\IPC_HLE\WII_IPC_HLE_Device_fs.cpp:130 W[WII_IPC_FILEIO]: FS: Search not found: ./User/Wii/tmp/www.arc
54:25:180 Src\FileUtil.cpp:124 W[COMMON]: Delete: ./User/Wii/tmp/sys/00000000 is a directory
54:25:295 Src\IPC_HLE\WII_IPC_HLE_Device_fs.cpp:140 W[WII_IPC_FILEIO]: Not a directory - return FS_INVALID_ARGUMENT

#84 - 05/09/2011 09:07 AM - marcel.werner3

Still no idea how the wii menu handles Metroid Trilogy, huh?

Btw, it might be the same issue with "The House of the Dead: 2 & 3 Return": 3 starts normally, but when 2 is selected, Dolphin freezes.

#85 - 05/10/2011 02:38 PM - jtrxbox

The basic file structure of the NAND that comes with dolphin (Stripped down PAL NAND??, Dolphin based on PAL Wii??) has issues...so when you try to install any version of the system menu (Especially NTSC-U) you get a "partial brick" and cant access those features.

http://wiibrew.org/wiki/Brick#Semi_2FPartial_Brick

You could probably get away with supplying a stripped down version of a pal and NTSC-U/J NAND that acts like a real Wii that has been turned on for the first time and sets those files up by its self.

It would also help matters a lot if in the Wii settings there was something like "any region changer" so that we can change our region when we tack our own NAND onto dolphin.

But I digress...

#86 - 06/14/2011 05:43 PM - lpfaint99

[issue 4594](#) has been merged into this issue.

#87 - 06/21/2011 07:01 AM - lpfaint99

[issue 4619](#) has been merged into this issue.

#88 - 06/21/2011 07:02 AM - lpfaint99

relaunching an ios seems to work for call of duty 3, but wiimote must be reconnected

#89 - 08/22/2011 11:35 AM - skidau

[issue 4752](#) has been merged into this issue.

#90 - 10/04/2011 01:28 PM - skidau

I have added preliminary support for the Wii multi-boot games in r17dbcd1ae2794156673951dfbad68c08c7c86803 by using HLE to hijack the OSBootDol function.

Metroid Prime Trilogy is working. Wii Sports+Wii Sports Resort is not working. Any games which can be played using the dol replacement trick should work.

Suspect that the DOL's are meant to receive an argument list which has not been catered for in this code. This probably also means that the Metroid Prime Trilogy games are locked in Veteran difficulty for the time-being.

#91 - 10/04/2011 03:23 PM - marcel.werner3

Wow, Skid is back :D That's one nice fix (or workaround or whatever)!

#92 - 02/01/2012 02:34 PM - Autoran1

This issue should be fixed by wii-network branch

#93 - 02/12/2012 06:39 AM - skidau

[issue 5210](#) has been merged into this issue.

#94 - 02/12/2012 06:41 AM - gamedevistator

int he new revision i get a CR1 error

#95 - 02/12/2012 06:46 AM - gamedevistator

yeah, i would like to see network in dolphin

#96 - 03/02/2012 09:07 AM - skidau

[issue 5257](#) has been merged into this issue.

#97 - 03/08/2012 09:45 PM - parlane

Settings menu now works for the most part (internet settings will not work. Fixed when I fixed the file handling.

#98 - 09/26/2012 11:57 PM - skidau

[issue 5623](#) has been merged into this issue.

#99 - 10/04/2012 05:38 AM - skidau

[issue 5624](#) has been merged into this issue.

#100 - 01/28/2013 08:10 PM - parlane

- Status changed from Work started to Fixed

Skidau fixed all of these problems. And networking has probably fixed the rest ;)

#101 - 03/31/2013 02:46 AM - skidau

[issue 4752](#) has been merged into this issue.

#102 - 05/19/2013 12:48 AM - Anonymous

The gray-screen after controller warning issue still persists in Mortal Kombat Armageddon (as of Dolphin 3.5-1348), as described at <http://code.google.com/p/dolphin-emu/issues/detail?id=3705>

It seems it was too hasty to randomly merge "es_launch" issues into this [issue 661](#) then mark as fixed. Nothing has changed, see other issue linked for more details.

#103 - 05/19/2013 01:59 AM - skidau

Brande, you need either a NAND dump installed in User/Wii or install a wad/ticket as described in:

<http://forums.dolphin-emu.org/Thread-mortal-kombat-armageddon-playable>

#104 - 05/19/2013 02:00 AM - skidau

Correct link:

<http://forums.dolphin-emu.org/Thread-wii-mortal-kombat-armageddon-boot-guide-new-no-need-for-system-menu-ntsc-boots>

#105 - 07/05/2013 03:57 AM - MayImilae

[issue 6400](#) has been merged into this issue.