

Emulator - Emulator Issues #6933

Phantasy Star Online 1 & 2 Plus on GameCube acts like it's being played on a Wii

01/07/2014 03:51 AM - JMC4789

Status: Questionable	% 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	
Game Name?	
Phantasy Star Online 1&2 Plus	
Game ID?	
GPOE8P	
What's the problem? Describe what went wrong in few words.	
When it asks you to set the calendar/time, and you hit yes, the game hangs. This is actually accurate to console... the Wii console. The GameCube works fine and lets you go back to the calendar. Now, I know you're thinking "you probably don't have a bios stupid" but I did get a bios, and I even booted the game through bios to make sure.	
What did you expect to happen instead?	
I honestly don't know. I expected it to work, but that was before I knew the Wii didn't work with it. At this point, either form of emulation should be fine.	
What steps will reproduce the problem?	
[Don't assume we have ever played the game and know any level names. Be as specific as possible.]	
1. Start up game	
2. Say yes when it asks you to set Calendar time	
Dolphin 3.5 and 3.5-367 are old versions of Dolphin that have known issues and bugs, so don't report issues about them and test the latest Dolphin version first.	
Which versions of Dolphin did you test on?	
I tested on 4.0 and various builds at 4.0-496	
Does using an older version of Dolphin solve your issue? If yes, which versions of Dolphin used to work?	
I don't know, some people reported it did work at some point but I could not confirm.	
What are your PC specifications? (including, but not limited to: Operating System, CPU and GPU)	
Core i5 3570K, GTX 760, Windows 7 64bit	

Is there any other relevant information? (e.g. logs, screenshots, configuration files)

I don't think there's anything to put here. Accepting this by default because it's on the Wiki and forums.

[Do *not* attach files to this issue. Upload them to another site and link here. Use imgur.com for images and pastie.org for logs.]

History

#1 - 01/07/2014 02:56 PM - tueidj

How about you just choose "no" because Dolphin already sets the clock for you?

#2 - 01/07/2014 11:32 PM - JMC4789

Honestly, sure. But, when I talked to HdkR on IRC, he seemed to think it worked on Dolphin at some point.

Again, this is fine to be rejected and what not, I just wanted to put an issue up here if anyone cared or wanted the old functionality of at least booting into the GC bios working.

#3 - 01/09/2014 04:00 AM - tueidj

I seriously doubt it ever worked, but if it did it was before moving from SVN to git (because looking at ProcessorInterface.cpp in the source browser shows no meaningful history).

#4 - 01/09/2014 04:07 AM - JMC4789

- *Status changed from New to Questionable*

This shouldn't be accepted, It's just, not new or untested. I guess this should be questionable.

It's really worthless to fix, though. I just wanted to post it because I was told it worked at some point.

#5 - 01/09/2014 04:11 AM - Anonymous

tueidj: the entire svn history is in git.

I'm not sure if this ever worked. IIRC it sets some bits in the hot reset scratch register thingy which i'm forgetting the name of, and then hot resets. IPL sees the flag when booting and loads the calendar screen.

#6 - 01/09/2014 06:59 AM - tueidj

Sure the history exists, but it doesn't show up in google code's source browser.
The "Return to Menu" flag is in the SRAM somewhere, possibly bit 0x40 on byte 0x13.