

Emulator - Emulator Issues #7257

Sonic Riders Crashes without Fast Disc Speed in Story Mode

05/04/2014 12:56 PM - JMC4789

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	
Game Name?	
Sonic Riders - GXEE8P	
What's the problem? Describe what went wrong in few words.	
Game Crashes after the 3rd Story Mission	
What did you expect to happen instead?	
No game crash	
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. I provided a save file for Sonic Riders. This game is obtuse to play, wouldn't recommend an uninitiated player to just start playing. Load Save File into your memory card.	
2. Load game, start story mode	
3. Will crash UNLESS you have Fast Disc Speed Checked.	
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?	
Newest Builds have fast disc speed checked automatically, but, I don't want it fixed with fast disc speed, I want it fixed properly. No work around. Tested on a bunch of versions, up to 4.0-1516.	
Does using an older version of Dolphin solve your issue? If yes, which versions of Dolphin used to work?	
no, just the different options.	
What are your PC specifications? (including, but not limited to: Operating System, CPU and GPU)	
Core i5 3570K, GTX 760, Windows 7 Core i7 2670QM, GTX 560m, Linux	
Are you using the 32 or the 64 bit version of Dolphin?	
64bit in both cases.	

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

JIT Core Dump: <http://www.mediafire.com/download/fofztsg2do3y2oa/SonicRidersCoreDumpLinux.zip>

Interpreter Core Dump: <http://www.mediafire.com/download/6v3175x5pegsab3/SonicRidersCoreDumpInterpreterLinux.zip>

Save File: https://dl.dropboxusercontent.com/u/484730/GXEE_SONICRIDERS_GAMEDATA_01.gci

History

#1 - 05/04/2014 06:08 PM - kostamarino

JMC does <https://github.com/dolphin-emu/dolphin/pull/327> help at all?

#2 - 05/04/2014 06:31 PM - JMC4789

That was the first thing I tested and it didn't help. I don't believe fast disc speed fixes anything except maybe skipping some bad code path that's causing a crash. I don't think the faster disc speed is what fixes it.

#3 - 10/31/2014 05:45 PM - a41pizza

This issue is still present in the master build (4.0-3950 as of writing) and Ishiiruka (316a4c5)
-KHg8m3r

#4 - 11/23/2014 08:25 PM - JMC4789

- Status changed from New to Fixed

Fixed by 4.0-4222 -> <https://dolphin-emu.org/download/dev/ba1a8d2ef3e5dd602fa9ac054bcc787d7b400b16/>