

Emulator - Emulator Issues #7578

Dolphin stops working when streaming over NVIDIA SHIELD GameStream or Limelight

08/18/2014 08:06 AM - danos0100

Status: New	% 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? N/A (Dolphin-emu itself is the problem)	
Game ID? N/A	
What's the problem? Describe what went wrong in few words. Using a NVIDIA SHIELD Tablet, I am not able to use NVIDIA GameStream with Dolphin. Once I start Dolphin (either over Steam or GameStream) it immediately stops working. If I start Dolphin first and then GameStream, Dolphin crashes, too. Also using the open-source implementation of GameStream, Limelight, leads to the same error. Furthermore, if I use Dolphin 3.5 or lower, there are no problems at startup, but once I go into any config, it also stops working. Only workaround at the moment is using 3.5 and going to config before streaming. This requires you to own another Xinput compatible controller besides the NVIDIA SHIELD portable or controller. (pew. That was a bit more than a /few/ words :D)	
What did you expect to happen instead? I expect Dolphin to behave like when not streaming.	
What steps will reproduce the problem? 1. Add Dolphin as a non-steam-game in Steam or add it in NVIDIA GeForce Experience under Settings --> GameStream --> Click the '+' icon on the right and select the Dolphin .exe file. 2. Install Limelight on an Android Device (search for it in the Play Store) if you don't own an NVIDIA SHIELD or SHIELD Tablet and then connect to your computer by entering its IP (the computer must have an NVIDIA GeForce GTX 650 or higher) 3. If you added Dolphin to Steam as a non-steam-game, launch Steam from limelight, then in Steam go to Library --> Dolphin --> Start Game. If you added Dolphin directly to GeForce Experience, launch Dolphin from Limelight. 4. Dolphin won't start, but therefore you get a message from Windows: "Dolphin stopped working". If you are using Dolphin 3.5 or lower, it will stop working when clicking on one of the option buttons, e.g. to set the controller bindings.	
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? 3.5 and 4.0-2628 both x64	
Does using an older version of Dolphin solve your issue? If yes, which versions of Dolphin used to work? as stated above, 3.5 works better but still has problems.	
What are your PC specifications? (including, but not limited to: Operating System, CPU and GPU) on an Intel i7 3820 pc	

NVIDIA GeForce GTX 680
16 GB RAM
Windows 8.1 Pro x64

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

Seems to have worked with older versions of GeForce Experience, but I need the newest version to communicate with my SHIELD Tablet.

Thanks in advance :)

History

#1 - 08/26/2014 06:59 AM - Mofoman2000

I was having trouble streaming to Twitch using Open Broadcasting Software. Perhaps I was running into the same issue?

#2 - 12/02/2014 04:08 PM - darkrocket

I think this issue has already been reported: <https://code.google.com/p/dolphin-emu/issues/detail?id=7171>