

Emulator - Emulator Issues #8115

Disc Channel displays wrong game if the disc is changed when emulation is not running

01/19/2015 02:52 PM - JosJuice

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: 5.0-11476
Description	
Prerequisites: <ul style="list-style-type: none">- System Menu installed to NAND- Two disc-based Wii games from the same region as the System Menu	
Steps to reproduce: <ul style="list-style-type: none">- Set game 1 as Default ISO, then start the System Menu OR start the System Menu, then choose Change Disc on game 1 in the game list.- Open the Disc Channel. The banner for game 1 will be displayed.- Press Start. The game will be launched.- After the game has started (it doesn't matter how long it has been running), stop emulation by closing the emulation window or by pressing the Stop button. Do not exit Dolphin.- Double-click on game 2 in the game list (or launch it in some other way). Dolphin will start emulating game 2 without launching the System Menu.- When game 2 is running, press the Home button on a connected Wiimote, then select Wii Menu and answer Yes.- Open the Disc Channel.	
Expected result: The banner for game 2 is displayed. Pressing Start launches game 2.	
Actual result: The banner for game 1 is displayed. Pressing Start crashes Dolphin.	
Alternate variations: <ul style="list-style-type: none">- If game 1 is a Wii game and game 2 is from a different region than the System Menu, the message "Unable to read the disc" will be displayed as intended.- If game 1 is a GC game (it won't launch properly, but it can be used for this anyway), game 2 will be displayed and launched correctly, even if game 2 is from the wrong region!	
Versions tested: 4.0-5064 4.0-1953 (first version where Disc Channel works)	
Related issues:	
Has duplicate Emulator - Emulator Issues #10921: Wii menu doesn't respect cha...	Duplicate
Has duplicate Emulator - Emulator Issues #11803: System menu does not notice ...	Duplicate

History

#1 - 01/19/2015 06:04 PM - magumagu9

"Do not exit Dolphin." If this matters, something nasty is happening. (Our BS2 emulation is known to be junk, but this sounds like something else.)

#2 - 01/19/2015 09:11 PM - JosJuice

Actually, it doesn't matter. I just hadn't tested doing it the other way until now.

#3 - 01/19/2015 09:37 PM - magumagu9

Oh... then it's probably just our garbage BS2 emulation. :) I mean, if someone is really interested, this probably isn't too hard to fix, but it's probably nothing interesting; I would guess we're just skipping updating some cache when we skip the system menu.

#4 - 01/19/2015 10:05 PM - JosJuice

Launching game 1, going to the Home Menu (the one you get with the Home button, not the actual Wii Menu), changing the disc to game 2 and then going to the Wii Menu will lead to the same result as following the steps in the issue report. I assume that this rules out Dolphin's code that gets run when launching games from the game list?

#5 - 01/19/2015 11:39 PM - skidau

Sounds like a bug with the Default ISO override in Dolphin's boot function.

#6 - 01/19/2015 11:56 PM - magumagu9

Yes, that rules out something involving BS2 emulation.

Someone should try that procedure on hardware to see what happens.

#7 - 01/20/2015 07:14 AM - JosJuice

[skidau](#): It happens with Change Disc too, so it isn't Default ISO specifically.

@magumagu: I tested it now on my vWii, and it works as expected. The game that is inserted is always the one that shows up. If this bug had been on real Wiis, I think people would've noticed that it could be used to boot games from other regions.

#8 - 03/26/2016 04:01 AM - JMC4789

- Status changed from New to Accepted

- Milestone set to Current

Doing as delroth requested.

#9 - 03/26/2016 10:09 AM - JosJuice

- Milestone deleted (Current)

This has never worked correctly, so this is not a regression. And either way, this problem isn't especially important.

#10 - 03/26/2016 11:18 AM - Bhaal

Guessing it has to do with `CWII_IPC_HLE_Device_es::m_ContentFile` not being set by a boot using the game list. A call to either `CWII_IPC_HLE_Device_es::LoadWAD` (which might not be an appropriate name then) or `DVDInterface::SetVolumeName` (or `DVDInterface::SetVolumeDirectory...` or even `DVDInterface::ChangeDisc`) at the right time could fix this already; but my random testing in a half-asleep state only got me to kill dolphin in a spectacular way :^)

#11 - 02/27/2018 09:46 PM - leoetlino

- Has duplicate Emulator Issues #10921: Wii menu doesn't respect changed default ISOs unless default ISO is cleared added

#12 - 02/27/2018 09:47 PM - JosJuice

- Subject changed from *Disc Channel displays wrong game when changing discs in a specific way* to *Disc Channel displays wrong game if the disc is changed when emulation is not running*

#13 - 09/22/2018 10:50 PM - Pikachu025

This also happens when you:

- Set game A as the default ISO.
- Launch System Menu.
- Launch Game A.
- Stop emulation.
- Set game B as the default ISO.
- Launch System Menu.

Game A's banner still shows up in the disc channel.

Are we maybe missing some DVD drive reset command or similar on boot?

#14 - 09/24/2018 06:01 AM - JosJuice

I think the Wii Menu just has a cache somewhere that isn't getting invalidated properly.

#15 - 09/24/2018 07:35 PM - Pikachu025

Almost certainly, but the question is what invalidates this cache on hardware, and when?

#16 - 07/19/2019 09:34 PM - JosJuice

- *Has duplicate Emulator Issues #11803: System menu does not notice disc changes that happen when it isn't open added*

#17 - 01/13/2020 04:26 PM - JosJuice

- *Fixed in set to 5.0-11476*

- *Status changed from Accepted to Fixed*

<https://dolphin-emu.org/download/dev/966e1b31ba42f836df2f2c8fff98687267912885/>