

## Emulator - Emulator Issues #8308

### ProjectM custom tracks issues

03/04/2015 01:15 PM - quentin.kuziara

<b>Status:</b> Accepted	<b>% Done:</b> 0%
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Operating system:</b> N/A	<b>Relates to performance:</b> No
<b>Issue type:</b> Bug	<b>Easy:</b> No
<b>Milestone:</b>	<b>Relates to maintainability:</b> No
<b>Regression:</b> No	<b>Regression start:</b>
<b>Relates to usability:</b> No	<b>Fixed in:</b>
<b>Description</b>	
Game Name? Super Smash Bros Brawl USA (Project M)	
Game ID? RSBE01	
What's the problem? Describe what went wrong in few words. Custom tracks on ProjectM won't play. The original song is used instead and in a not proper way.	
What did you expect to happen instead? <a href="https://www.youtube.com/watch?v=E6bmstEEi2o&amp;feature=youtu.be">https://www.youtube.com/watch?v=E6bmstEEi2o&amp;feature=youtu.be</a> (+Description)	
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. Set SSBB as default iso, create a ProjectM SD card, set LLE. 2. Launch projectM launcher and press Play. 3. Listen to the menu.	
Which versions of Dolphin did you test on? Dolphin 4.0 - 5738	
Does using an older version of Dolphin solve your issue? If yes, which versions of Dolphin used to work? Dolphin 4.0	
What are your PC specifications? (including, but not limited to: Operating System, CPU and GPU) MSI Gaming motherboard intel i5 quadcore 3.4GHz Haswell 8 Go RAM GeForce GTX 770 2 To DD	

### History

#### #1 - 03/04/2015 01:51 PM - JosJuice

Does this happen with both HLE and LLE, or only LLE?

#### #2 - 03/04/2015 02:57 PM - quentin.kuziara

ProjectM launcher doesn't work with HLE. There is a beautiful black screen right after we press play.

The only way to play ProjectM with HLE is to build a custom iso.

**#3 - 03/10/2015 05:38 AM - JMC4789**

This looks like more icache issues with their new versions.

**#4 - 03/10/2015 05:39 AM - JMC4789**

This basically means we can probably fix the bug with a 5-9x slowdown, or they can make their codes work on both Dolphin and Wii. We've noticed a lot of icache bugs in Project M recently.

**#5 - 03/11/2015 01:21 PM - quentin.kuziara**

So you mean the problem is the ProjectM code that have some issues, and for some reasons real hardware is able to handle them but Dolphin is confused?

**#6 - 03/11/2015 01:26 PM - JMC4789**

use interpreter from startup; it'll be extremely slow. If it works in interpreter, then yes.

**#7 - 03/12/2015 08:52 PM - quentin.kuziara**

I did some testing with 4.0.2. Fun fact : 4.0.2 is fine with ProjectM even with HLE, it seems to be a regression : <https://www.youtube.com/watch?v=mcdVMkNmpsw&feature=youtu.be>

I tried interpreter but it was too slow to determine if the correct music was played. I was too lazy to try again and dump audio.

**#8 - 04/06/2015 03:40 AM - JMC4789**

That doesn't mean anything, unfortunately. When dealing with possible icache issues, it's very confusing as to what can affect what.

**#9 - 04/06/2015 09:19 AM - quentin.kuziara**

Ok. I'll try at least to find via revision bisection which revision caused HLE not being able to boot ProjectM anymore, and the one that breaks custom tracks.

Once I done that, I'll provide the sd.raw that contains ProjectM and the ProjectM launcher (dol) so it will be easier for the dev team to work around this issue if someone decide to handle it. Hope it'll help.

**#10 - 04/14/2015 05:03 AM - JMC4789**

Once this is bisected, We can definitely take a look at it. Thanks.

**#11 - 04/14/2015 06:39 AM - JMC4789**

- Status changed from New to Accepted

stevoisiak did some work bisecting it.

Magumagu: Your CPU Translate thing caused it to stop working (the loader) and when ti was fixed the music was broken by that point. I'm not 100% sure that the music problem is caused by the same issue, but it's worth seeing if you could take a look.

**#12 - 04/14/2015 11:31 PM - magumagu9**

Exactly which revisions are we talking about which broke/fixed the loader?

**#13 - 04/19/2015 01:39 AM - JMC4789**

This is what broke the loader -> <https://dolphin-emu.org/download/dev/0e0a196a1c3aefc3cd163de8d9e5636f4353a741/>

I'm assuming it also broke the music thanks to the other issue report with the Rockband DLC not playing the right songs.

I'm fairly certain this is the commit that fixed the loader -> <https://dolphin-emu.org/download/dev/f4e42b394c8a6d86463b2589f06598ae8bb217aa/>

**#14 - 05/07/2015 11:02 AM - JMC4789**

No need for the LLE tag since it's unrelated to DSP altogether.

**#15 - 07/14/2015 09:14 AM - rukariosake**

Can run P:M Loader on HLE on latest Dolphin builds.

You just have to edit config.xml in virtual SD card (\projectm\launcher\config.xml) then set both SFX (useSoundEffects) and music (useMusic) to false.