Emulator - Emulator Issues #8725

Sonic Riders, Unknown Instruction

06/29/2015 01:44 AM - techgamer354

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:**	5.0-2431

Description

Game Name?

Sonic Riders

Game ID?

GXEE8P

What's the problem? Describe what went wrong in few words.

When the game goes to a specific loading screen, there's an unknown instruction that attempts to be executed

What did you expect to happen instead?

I expected the game to load into the next race

What steps will reproduce the problem?

1. Start a new game file
2. Go into story mode
3. Complete the first 3 races in story mode

In the loading screen after the 3rd race, an error will pop up

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?

4.0-6858
4.0-6896
4.0-6787
4.0-6454
4.0-6114
4.0-5710

Does using an older version of Dolphin solve your issue? If yes, which
versions of Dolphin used to work?

I couldn't fin d an older version which didn't have the issue

What are your PC specifications? (including, but not limited to: Operating

System, CPU and GPU)

Windows 7 64bit
NVIDIA GeForce GTX 660 Ti
Intel(R) Core(TM) i5-3570K CPU @ 3.40GHz

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

http://imgur.com/I0uhJFh

Related issues:	
Has duplicate Emulator - Emulator Issues #8830: Sonic Riders story mode load ...	**Duplicate**

History

#1 - 06/29/2015 02:04 AM - PEmu

Do you have "Speed Up Disc Transfer Rate" enabled?

See: https://wiki.dolphin-emu.org/index.php?title=Sonic_Riders#Hero_Story_Crash

#2 - 06/29/2015 02:46 AM - JMC4789

- Status changed from New to Accepted

- Milestone set to Current

- Regression set to Yes

- Priority set to High

Goddamn when did this come back.

#3 - 06/29/2015 03:36 AM - techgamer354

I looked through the wiki but i must have missed that speed up disk fix.

That fixed my problem! Sorry to make an issue for my inability to read!

#4 - 06/29/2015 04:22 AM - JMC4789

No, it's supposed to be fixed without fast-disc-speed. This is a problem.

#5 - 07/01/2015 04:28 PM - JMC4789

Last working - 4.0-5525 -> https://dolphin-emu.org/download/dev/042fcbcbcaeb45f3c7575b7ee242f0aa271caff1/

First broken - 4.0-5531 -> https://dolphin-emu.org/download/dev/8cc6e5cff9cff74483c3cc939f1bc7c934570549/

Work-around is fast-disc-speed; just like before.

#6 - 07/01/2015 07:43 PM - JMC4789

We need to re-enable SUDTR for this game for now to work-around this.

#7 - 08/01/2015 07:44 AM - JosJuice

issue 8830 has been merged into this issue.

#8 - 08/15/2015 12:42 PM - JosJuice

- Regression changed from Yes to No

PR 2828 sets SUDTR in the Sonic Riders INI, which should be good enough for 5.0. The description of the PR explains why this isn't a regression.
https://github.com/dolphin-emu/dolphin/pull/2828

#9 - 08/17/2015 03:05 PM - JosJuice

- Milestone deleted (Current)

- Priority changed from High to Normal

SUDTR is now in the INI.

#10 - 02/27/2016 11:16 AM - JosJuice

Because 4.0-5531 broke this, it seems like the game relies on at least some of the disc data ending up in RAM before a read is completely done. To show that this is the case, I made a merge-unworthy commit that copies the disc data of large reads into RAM in several parts. It fixes this issue, at least if PARTS is set to 8. A more proper implementation should be able to fix this issue in a correct way.
https://github.com/JosJuice/dolphin/commit/6abfc141139af7795cbd4dbbd7ed0ee2ad30eeba

#11 - 03/03/2016 11:13 AM - JosJuice

- Status changed from Accepted to Fix pending

A fix is in progress, but it might take a while for it to get merged. https://github.com/dolphin-emu/dolphin/pull/3701

#12 - 02/08/2017 02:04 PM - JosJuice

- Status changed from Fix pending to Fixed

- Fixed in set to 5.0-2431

https://dolphin-emu.org/download/dev/a2750a82dd433bedd92e476df16ba594b85a56ee/