

Emulator - Emulator Issues #8739

"Pause on Focus Lost" crashes game list refresh after running a game

07/03/2015 07:06 PM - flacs

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|--|---------|------------------------------------|----|
| Status: | Fixed | % Done: | 0% |
| Priority: | Normal | | |
| Assignee: | Armada | | |
| Category: | | | |
| Target version: | | | |
| Operating system: | N/A | Relates to performance: | No |
| Issue type: | Bug | Easy: | No |
| Milestone: | Current | Relates to maintainability: | No |
| Regression: | Yes | Regression start: | |
| Relates to usability: | No | Fixed in: | |
| Description | | | |
| What's the problem? Describe what went wrong in few words. Dolphin crashes. | | | |
| What steps will reproduce the problem? | | | |
| 1. Enable Config -> Interface -> Pause on Focus Lost. | | | |
| 2. Start and stop a game. | | | |
| 3. Refresh the game list. After the scan progress dialog closes, the list is empty. | | | |
| 4. Refresh the game list again. Dolphin crashes. | | | |
| Which versions of Dolphin did you test on? | | | |
| 7d800b6180510c8e3d4d894c44bb9442be21b9e0 (http://dolp.in/pr2224), master, stable | | | |
| Does using an older version of Dolphin solve your issue? If yes, which versions of Dolphin used to work? | | | |
| The issue didn't exist before "Pause on Focus Lost" was introduced. | | | |
| What are your PC specifications? | | | |
| Linux | | | |

History

#1 - 07/20/2015 08:12 AM - Armada

I'm not able to reproduce the issue on Windows.

#2 - 07/22/2015 06:47 AM - Armada

I'm able to reproduce the problem on Mac OS X. I will attempt to fix it.

#3 - 07/22/2015 05:33 PM - Armada

- Status changed from New to Fix pending

<https://github.com/dolphin-emu/dolphin/pull/2768>

#4 - 07/23/2015 06:13 AM - Armada

- Status changed from Fix pending to Fixed

<https://github.com/dolphin-emu/dolphin/commit/2c7ae7787d7c5f564b0acc52b7a8f23263c47b2e>