Emulator - Emulator Issues #8996

WxWidgets, stupid Stack Overflow

10/01/2015 05:28 PM - kill8r

Status:	Won't fix	**% Done:**	0%
Priority:	Normal		
Assignee:			
Category:			
Target version:			
Operating system:	Windows	**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?

Super Mario Sunshine

Game ID? (right click the game in the game list, properties, info tab)

GMSE01

MD5 Hash? (right click the game in the game list, properties, info tab, MD5 Hash: Compute)

0edf1ec830b4db523e154a60700ec989 - compressed, not sure if that would change the hash or not

What's the problem? Describe what went wrong.

Stack Overflow and emulator crashed while playing game

What steps will reproduce the problem?

Have Wii U Gamecube Adapter Hooked up
Start Game
Go through everything normally until you get to the first actual level
Collect 4 Blue coins saving after each one
Random Stack Overflow

Which versions of Dolphin did you test on? Does using an older version of Dolphin solve your issue? If yes, which versions of Dolphin used to work?

Dolphin 4.0-7842, not sure if older version would solve it as Im not entirely sure what caused it

What are your PC specifications? (CPU, GPU, Operating System, more)

i5 2500k @ 4.0GHz, GTX 660 3GB, Windows 10 Pro 64-bit, Wii U Gamecube Controller Adapter

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

screenshot of error attached, ini's attached

History

#1 - 10/02/2015 09:24 AM - JMC4789

We're you playing in full screen? Another user said that the UI would start to lock up when going into full screen sometimes.

#2 - 10/02/2015 01:41 PM - kill8r

JMC4789 wrote:

> We're you playing in full screen? Another user said that the UI would start to lock up when going into full screen sometimes.

Yes, I was playing full screen, then suddenly the error happened and when I hit OK the emulator crashed

#3 - 10/05/2015 02:52 PM - phire

- *Subject changed from Stack Overflow while Playing Super Mario Sunshine to WxWidgets, stupid Stack Overflow*

- *Status changed from New to Accepted*

- *Operating system Windows added*

- *Operating system deleted (N/A)*

Ok, I ran into the same issue.

Custom build from sometime around 4.0-7716, not running full screen. I had another app in the foreground and hadn't touched anything in a while.

Luckily, I had a debugger attached, so stack trace: https://gist.github.com/phire/d9c417b5052c805b0b17

As you can see, it is completely reasonable that the stack has overflowed, it's just the same 5 functions (all inside WxWidgets) looping over and over again.

I could explain what has happened, but more or less it's all WxWidgets' fault, they are doing something incredibly stupid and fixed this bug in SVN 20 months ago, only a few hundred commits after our version of Wx in Externals.

To fix this, we should upgrade to the latest svn (or potentially 3.0.2) version of WxWidgets.

#4 - 10/18/2015 12:51 PM - JosJuice

Was this fixed by 4.0-7956? https://dolphin-emu.org/download/dev/dd5df05c01aa221ac73a2d2aba44d87ccb095ca9/

#5 - 11/18/2015 04:01 PM - JMC4789

No, I've run into it since.

#6 - 07/15/2016 07:16 PM - Fallcrest

Shouldn't it be fixed now that WXWidgets was updated with [[[https://github.com/dolphin-emu/dolphin/pull/3737]]]?

#7 - 08/30/2016 02:31 PM - ZephyrSurfer

This is fixed, I think.

#8 - 08/30/2016 02:32 PM - JMC4789

It can still happen if you have logging enabled.

#9 - 10/04/2016 04:05 AM - PEmu

Is this still an issue?

#10 - 07/18/2018 04:46 PM - 8times9

I believe this can be closed because Wx has been removed.

#11 - 07/18/2018 04:51 PM - JMC4789

- Status changed from Accepted to Fixed

#12 - 07/18/2018 04:51 PM - BhaaL

- Status changed from Fixed to Won't fix

Files

Dolphin.ini	2.83 KB	10/01/2015	kill8r
GCPadNew.ini	784 Bytes	10/01/2015	kill8r
gfx_dx11.ini	1.01 KB	10/01/2015	kill8r
gfx_opengl.ini	1.01 KB	10/01/2015	kill8r
Logger.ini	885 Bytes	10/01/2015	kill8r
WiimoteNew.ini	124 Bytes	10/01/2015	kill8r
Capture.PNG	21 KB	10/01/2015	kill8r