

Emulator - Emulator Issues #9156

wiimote sound lag since Dolphin 4.0-8327

12/14/2015 11:38 PM - rancourtommylee

Status: Fixed	% Done: 0%
Priority: High	
Assignee: degasus	
Category:	
Target version:	
Operating system: N/A	Relates to performance: No
Issue type: Bug	Easy: No
Milestone:	Relates to maintainability: No
Regression: Yes	Regression start:
Relates to usability: No	Fixed in:

Description

Game Name?

all

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

all

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

all

What's the problem? Describe what went wrong.

when playing a wii game the wiimote sound crackling or bug

What steps will reproduce the problem?

1- play a game
2- the wiimote sound crackling and lag
3-or press home options and vol+ and vol- (the sound crackling and lag)

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 4.0-8327= Do not work 4.0-8325= Work Good

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

Windows 7 x64
MATRIX-GTX980-P-4GD5
i7-4790 CPU @ 3.60GHz 3.60GHz

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

no
[Anything else here]

History

#1 - 12/14/2015 11:55 PM - JMC4789

Emulated or Real Wiimotes? What did you set the TimingVariance to?

#2 - 12/15/2015 12:10 AM - JMC4789

I did some testing on this, Wiimote audio definitely sounds slightly different. It seems less likely to cut off/lag sounds and more likely to delay them. I'll test on more setups to see if I can discover any other quirks.

#3 - 12/15/2015 12:26 AM - JMC4789

- Status changed from New to Accepted
- Assignee set to degasus
- Priority changed from Normal to High

Confirmed on my DolphinBar; the audio definitely performs worse. Originally thought I was connected to my bluetooth adapter.

#4 - 12/15/2015 12:29 AM - JMC4789

- Status changed from Accepted to Questionable

And then I restarted Dolphin and it performed way better on the new build. What. Still keeping high priority as WTF. Turns out I inadvertently had connected to my DolphinBar the first time rather than my regular bluetooth adapter. DolphinBar definitely is performing worse, but is this a flaw in that hardware, or in Dolphin itself? Things definitely aren't right yet.

#5 - 12/15/2015 01:22 AM - rancourttommylee

you want proof?

#6 - 12/15/2015 02:44 AM - JMC4789

So, the better bluetooth I have actually performs really well with the update; better than the build before it, actually. On my DolphinBar, it's way worse than before the update. So, I don't know what to do with the issue.

Did I ask for proof? I said that I reproduced a difference in behavior.

#7 - 12/15/2015 09:39 AM - degasus

This commit should have no affect with real wiimote, at least if you keep the default variance.

But it has an affect on emulated wiimote audio. So which are you talking about?

#8 - 12/15/2015 09:57 AM - JMC4789

It seems to change the behavior of Real Wiimote audio for me.

#9 - 12/15/2015 11:10 PM - rancourttommylee

I talk about real wiimote

#10 - 12/16/2015 01:30 AM - rancourttommylee

excuse me but I made a mistake made by me I do not remember what version, but I can show you proof

#11 - 12/16/2015 01:35 AM - rancourttommylee

the link with the proof https://mega.nz/#!xg4xTBAZ!!Gzuyz9GYvp2oq4U_hbqklvEihimBes489zoi8rx_Pg

#12 - 12/16/2015 04:54 AM - hk.konpie

Please someone test this patch. Probably this issue will be improved.

Line 232 in WiimoteReal.cpp:

```
if (!is_speaker_data || m_last_audio_report.GetTimeDifference() > 5)
Replace to:
if (!is_speaker_data || m_last_audio_report.GetTimeDifference() >= 5)
```

Sorry my bad english.

#13 - 12/16/2015 09:09 AM - degasus

Why should it be >= 5? To be honest, I don't see any need to not send all audio packages...

#14 - 12/16/2015 09:32 PM - rancourtommylee

you could create my patch, patch me for me and please send me to test

#15 - 12/16/2015 09:36 PM - rancourtommylee

all I can tell you this is my Bluetooth version is 4.0

#16 - 12/16/2015 09:37 PM - rancourtommylee

i have toshiba bluetooth stack

#17 - 12/17/2015 12:18 AM - hk.konpie

Oops, my comment 12 was unrelated to this issue directly.
Please ignore my comment.

#18 - 12/17/2015 12:58 AM - rancourtommylee

work good on 3.5-173 for wiimote -TR the wiimote non -TR Do not work good the audio very crackling

#19 - 12/17/2015 05:55 AM - degasus

konpie: I think you are very right. Changing this lines make the audio much better... I'm just thinking about removing this line completely...

#20 - 12/17/2015 10:44 PM - rancourtommylee

the sound of a wiimote uses how kbit / s max?
I'd like to know please

#21 - 12/18/2015 04:09 PM - rancourtommylee

work good on dolphin 4.0-8390 on wiimote -TR except for wiimotes non -TR the audio are very crackling

#22 - 12/18/2015 04:14 PM - JosJuice

- Status changed from Questionable to Fixed
- Regression changed from No to Yes

Marking as fixed because the regression is fixed. For non-TR Wii Remotes, there's [issue 5977](#).