

## Emulator - Emulator Issues #9359

### Mario Kart Double Dash Drifting Bug (Possibly Related to Cheats Hooking In?)

02/21/2016 04:33 PM - samkostka

<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>	

#### Description

##### Game Name?

Mario Kart Double Dash

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

GM4E01

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

8f4b2434444a89ae345ecba99d2ac58d

##### What's the problem? Describe what went wrong.

When trying to drift and get a mini-turbo, the drift cuts out despite me still holding the button

##### What steps will reproduce the problem?

1. Open Double Dash, go into a Grand Prix race (only type I tested in)
2. Hold L or R to drift
3. If you drift long enough, it will cut out on it's own

##### 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?

4.0-8979, it worked on an older version, however I don't know what version since I haven't played in a while.

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

Core i5-3570K @ 3.8GHz

NVIDIA GeForce GTX 960

Windows 10

The game had no issues holding 60FPS on DX11. DX12 had slight stuttering (shadercache stuff maybe?) but was otherwise 60FPS, and the issue was worse when using DX12.

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

Nothing I can think of.

#### History

**#1 - 02/21/2016 04:41 PM - JMC4789**

This isn't a new regression/report; people have said this happens for a long time. Unless you can find a specific build or a reproduceable test case, there's nothing we can do about it except hope a future change fixes it in whatever setup you're using.

**#2 - 02/21/2016 04:45 PM - samkostka**

Oh, OK. I searched the issue tracker and didn't find anything. It was fixed on this machine for a while, or it at least wasn't as bad as it is now, although it's still not that bad on DX11. For some reason it was really bad when I tried DX12.

**#3 - 02/21/2016 04:49 PM - JMC4789**

Could you try using single core, and if that doesn't help, try using the following build:

<https://dl.dolphin-emu.org/prs/pr-3601-dolphin-latest-x64.7z>

**#4 - 02/21/2016 05:04 PM - samkostka**

Single Core: Better. I also disabled Idle Skipping, and I could usually make it around a corner, although it still dropped drifts mid-corner sometimes. The build linked: Even better. It only dropped drifts about 5 times in a race, and that was with me drifting as much as possible, and in the grass to go slower while drifting.

I also tried the build you linked with Dual Core and Idle Skipping off, and it seemed slightly better than with those on, although it still dropped drifts a few times.

I also noticed that with Idle Skipping and Dual Core off, my PC can't maintain 60FPS on Double Dash.

**#5 - 02/22/2016 02:34 AM - JMC4789**

I really don't understand how some people can run into this issue so much. What kind of controller are you using? Maybe it's something to do with the R/L analog on emulated controllers.

**#6 - 02/22/2016 04:33 AM - samkostka**

I'm using the Mayflash GC adapter for Wii U in Wii U mode, so no issues there. And it was really only a major issue with Dual Core and Idle Skipping on, with those off the issue was very infrequent, I had to try to trigger it, with it also being like this on the build you posted.

**#7 - 08/09/2017 12:45 AM - JMC4789**

*- Status changed from New to Questionable*

Is this by chance an issue with having cheats enabled?

**#8 - 08/09/2017 12:39 PM - samkostka**

It could be, I pretty much always have cheats enabled because of SSBM and SSBB. I can test with cheats disabled once I'm back at my desktop.

**#9 - 08/09/2017 11:14 PM - samkostka**

It seems like cheats being enabled definitely has something to do with it. With cheats disabled, I completed a full Grand Prix without noticing the issue once, with cheats enabled it happened a couple times randomly.

This is on the same i5 3570K, GTX 960 system running Windows 10 and using Dolphin 5.0-5077.

Dual Core was enabled for both tests, and both were done with DSP HLE and the DX11 Graphics backend with Hybrid Ubershaders, though earlier tests with ubershaders off showed that the issue isn't triggered by shader compilation stutters.

**#10 - 08/09/2017 11:26 PM - JMC4789**

- Status changed from Questionable to Accepted

Awesome. A lot of these issues are starting to make sense now. thank you for being able to respond after a lot of downtime.

**#11 - 08/09/2017 11:27 PM - JMC4789**

- Subject changed from Mario Kart Double Dash Drifting Bug to Mario Kart Double Dash Drifting Bug (Possibly Related to Cheats Hooking In?)

**#12 - 08/09/2017 11:37 PM - gamemasterplc**

samkostka wrote:

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Dual Core was enabled for both tests, and both were done with DSP HLE and the DX11 Graphics backend with Hybrid Ubershaders, though earlier tests with ubershaders off showed that the issue isn't triggered by shader compilation stutters.

What Cheats are enabled and are they action replay or gecko.

**#13 - 08/10/2017 12:08 PM - samkostka**

By cheats enabled, I mean I have the 'Cheats Enabled' box checked. I don't actually use any Gecko or AR codes in Double Dash.

**#14 - 10/22/2020 07:50 PM - Miksel12**

I can't reproduce it on the latest dev build.