

Emulator - Emulator Issues #9561

Scooby Doo! Mystery Mayhem next level loading screen freezes, works using save states.

05/21/2016 12:34 AM - EMKO

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: Yes	Regression start: 4.0-6976
Relates to usability: No	Fixed in: 5.0-13988
Description	
Scooby Doo! Mystery Mayhem	
Game ID? (right click the game in the game list, properties, info tab)	
GC3E78	
MD5 Hash? (right click the game in the game list, properties, info tab, MD5 Hash: Compute)	
no MD5 Hash shows	
What's the problem? Describe what went wrong.	
Close to the start of the game when you enter a door a video plays after that video plays a loading screen shows up this screen will hang after the loading bar is full.	
also	
Boot the game Load a save game from memory card when game is loaded go into options press quit now you can try load the same save but this time instead of it loading into game the loading screen will hang.	
What steps will reproduce the problem?	
Just play the game and it will happen	
and	
Boot the game Load a save game from memory card when game is loaded go into options press quit now you can try load the same save but this time instead of it loading into game the loading screen will hang.	
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?	
4.0-9379 didn't test older version, i will later and update my results	
What are your PC specifications? (CPU, GPU, Operating System, more)	
Windows 10 Pro	

i7 6700k
32gb ram
970GTX

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

What can do is to get passed this problem but i don't know if more loading screens will hang have not tested.

before the door make a save state, opening the door will cause the bug again but when you load the save state the game works correct also if you boot the game and load the save state game will work correct.

I thought maybe it was the saving system so i removed the dolphin gamecube memory card file and did not format the new card and ignored saving in game and the bug still happens.

i attached memory card save that is 1 door away

after loading you enter the door right next to you then the one down the hall this is where the video plays and loading screen will hang.

i couldn't attach the save state its 10MB so you can just make your own before you open the door.

anyways i hope this information helps

thanks

Related issues:

Related to Emulator - Emulator Issues #10177: Scooby Doo! Unmasked Loading Sc...

Fixed

History

#1 - 05/21/2016 12:40 AM - JMC4789

Try using cached interpreter/interpreter instead of JIT. I don't have this game and can't test it at the moment.

If none of that works, then we can go from there.

#2 - 05/21/2016 12:41 AM - EMKO

Okay i will try that, i just tested 4.0.2 Dolphin and game runs correct no problems

thanks

#3 - 05/21/2016 12:46 AM - JMC4789

- Milestone set to Current

- Regression changed from No to Yes

Please pinpoint when the regression happened, that'd help a ton.

#4 - 05/21/2016 12:50 AM - EMKO

I tested out cached interpreter still same bug.

I would like to pinpoint it but i would have to test so many builds it would take forever

should i just test every 20 or so back until i find one that works then test forward until it stops? i think that's the best way i can do it right?

Thanks

#5 - 05/21/2016 12:51 AM - Fog

<https://forums.dolphin-emu.org/Thread-green-notice-development-thread-unofficial-dolphin-bisection-tool-for-finding-broken-builds>

Try this

#6 - 05/21/2016 01:16 AM - EMKO

Fog wrote:

<https://forums.dolphin-emu.org/Thread-green-notice-development-thread-unofficial-dolphin-bisection-tool-for-finding-broken-builds>

Try this

4.0-6974 Works

4.0-6976 Does not, this is the problem

<https://dolphin-emu.org/download/dev/7b7d1b0dcf6801eb508877c0b180b82caa20b729/>

#7 - 05/21/2016 01:25 AM - EMKO

it could be 4.0-6975 but i can't find that one

#8 - 05/21/2016 01:41 AM - Helios

hi. I wrote that tool. yeah the tool might give you a bogus build as the "breaking build" sometimes. Just have to look around for the closest one. Generally if you give us like, 2-3 build range we'll pretty much be able to tell immediately which one would be the cause.

#9 - 05/21/2016 01:50 AM - Fog

- *Status changed from New to Accepted*

I've confirmed the bisect.

#10 - 05/21/2016 01:59 AM - Fog

- *Status changed from Accepted to Fix pending*

Fixed in PR 3701: <https://github.com/dolphin-emu/dolphin/pull/3701>

This PR is a WIP, but it does resolve the issue. Fast Disc Speed also avoids the issue (which is what we'll use for 5.0).

#11 - 05/22/2016 02:12 AM - magumagu9

"before the door make a save state, opening the door will cause the bug again but when you load the save state the game works correct also if you boot the game and load the save state game will work correct."

This seems kind of scary. Savestates shouldn't be changing the timing.

#12 - 05/22/2016 02:55 AM - JMC4789

Savestates mess up a lot of things.

#13 - 05/22/2016 03:16 AM - EMKO

magumagu9 wrote:

"before the door make a save state, opening the door will cause the bug again but when you load the save state the game works correct also if you boot the game and load the save state game will work correct."

This seems kind of scary. Savestates shouldn't be changing the timing.

no idea, reason i saved state is because i had no idea why it was hanging so i was testing out all the settings like dual core, different CPU emulation engines etc

and makes no sense that i can load a save game and if i try load a 2nd time it hangs

Another Game i found hanging at loading screens

Scooby-Doo! Unmasked G5DE78

Starting a New game asks you to make a save when you do create one it will say save successful and you have to press A to continue once you do it hangs on loading screen, on top of the screen you can see Dolphin yellow info that a save was created.

Again making a save state on the save successful screen makes the game load correct when loading the save state, also rebooting the game and loading the created save from memory card works.

If you don't have any Scooby-Doo! Unmasked saves on memory card when you create one it will hang on loading screen and you can see Dolphin created the save at loading screen, if then you boot the game again and start new game, make another save below the old one the game will load and Dolphins save yellow text appears after loading screen.

I don't know if this information is needed for you guys

#14 - 05/22/2016 03:32 AM - Fog

Can you try setting fast disc speed on that game too?

#15 - 05/22/2016 04:09 AM - Fog

Fog wrote:

Can you try setting fast disc speed on that game too?

Fast Disc Speed fixes this issue as well.

#16 - 05/22/2016 04:40 AM - EMKO

it does? i am 100% it did not for me it was one of the first things i tried.

Its the setting in option on the game right? you make the check box blank ?

i will test it

#17 - 05/22/2016 04:48 AM - EMKO

Fog wrote:

Fog wrote:

Can you try setting fast disc speed on that game too?

Fast Disc Speed fixes this issue as well.

yea i just tested that does not work for me

#18 - 05/22/2016 06:26 AM - Fog

You click the box twice and you'll see a checkmark

#19 - 05/22/2016 07:04 AM - EMKO

Fog wrote:

You click the box twice and you'll see a checkmark

yes you are correct, sorry i misunderstood i thought that the little black box meant it was ON but i see the check box has 3 options.

Thanks this works on latest build

#20 - 05/22/2016 01:52 PM - JosJuice

I've set SUDTR for both games in <https://github.com/dolphin-emu/dolphin/pull/3852>

#21 - 05/24/2016 10:28 AM - JosJuice

- Milestone deleted (Current)

PR 3852 was merged in 4.0-9394. <https://dolphin-emu.org/download/dev/34e315ba07aff6e2b009ed1aadec65774163531/>

The games will work correctly for now as long as you don't override the INI, but the actual problem still needs to be fixed.

#22 - 06/12/2016 07:26 AM - JMC4789

- Subject changed from *Scooby Doo! Mystery Mayhem next level loading screen freezes, works using save states to Scooby Doo! Mystery Mayhem next level loading screen freezes, works using save states.*

- Status changed from *Fix pending* to *Accepted*

Currently uses a work-around, but the underlying problem remains.

#23 - 06/12/2016 07:48 AM - JosJuice

- Status changed from *Accepted* to *Fix pending*

Like Fog posted earlier, fix pending in <https://github.com/dolphin-emu/dolphin/pull/3701>

#24 - 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/>

#25 - 04/01/2017 07:35 PM - Hifihedgehog

@JosJuice: Build 5.0-2431 (and later to the current build) still exhibits endless memory error loops when attempting to load saved games from the main menu. I am forced to use save states just to play. In addition, the load screens when moving from one area to another occasionally (not always as before) will also still get caught in these endless memory error loops.

#26 - 04/02/2017 08:30 AM - JosJuice

- Status changed from *Fixed* to *Questionable*

- Regression start set to 4.0-6976

- Fixed in deleted (5.0-2431)

Re-opening until someone who owns the game can take a look at this.

#27 - 07/05/2020 07:45 PM - pokechu22

I looked into this about 5 months ago and talked about it in #dolphin-dev, but I guess I never wrote it up here. It seems this is icache-related.

[Here](#) are some logs, one with normal behavior and one with sped up disc transfer rate. These are from Dolphin 5.0-11333.

[This change](#) seems to fix the issue, by disabling the existing icache emulation. If I recall correctly, things also worked fine in uncached interpreter; my guess is that this is related to JIT caching causing the emulated icache to not get invalidated properly. The patch does still seem to work (I can, at least, get into and out of the credits, which wasn't possible before), though it causes issues with the GC IPL (possibly related to [#11503](#)).

#28 - 07/05/2020 07:46 PM - JosJuice

- Status changed from Questionable to Accepted

#29 - 09/12/2020 10:19 AM - JMC4789

- Status changed from Accepted to Fix pending

Fix Pending... I think. <https://github.com/dolphin-emu/dolphin/pull/8937>

#30 - 03/06/2021 02:04 PM - JosJuice

- Related to Emulator Issues #10177: Scooby Doo! Unmasked Loading Screen Crash added

#31 - 04/06/2021 11:42 PM - leoetlino

- Fixed in set to 5.0-13988

- Status changed from Fix pending to Fixed

Files

78-GC3E-SD2003.gci	24.1 KB	05/21/2016	EMKO
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