

Emulator - Emulator Issues #9650

Call of Duty: Finest Hour Crash

06/28/2016 07:06 PM - scoutception

Status: New	% 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: No	Regression start:
Relates to usability: No	Fixed in:
Description	
Game Name?	
Call of Duty: Finest Hour	
Game ID? (right click the game in the game list, properties, info tab)	
GCOE52	
MD5 Hash? (right click the game in the game list, properties, info tab, MD5 Hash: Compute)	
cbf5ba6030dd979517bf78e93ad596eb	
What's the problem? Describe what went wrong.	
The game crashes upon reaching a certain point in the level Road to Remagen in the American campaign.	
What steps will reproduce the problem?	
<ol style="list-style-type: none">1. Load the level Road to Remagen.2. Proceed until reaching the first checkpoint.3. Upon reaching the checkpoint and further proceeding to a church-like building, proceed either to the right or the left. The game will crash upon reaching an area with a mounted machine gun.	
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?	
Originally tested on version 5.0. Version 4.0.2 also tested, with same result.	
What are your PC specifications? (CPU, GPU, Operating System, more)	
OS: Windows 7 x64 CPU: AMD A10-7860K Radeon R7 GPU: AMD Radeon R7	
Is there any other relevant information? (e.g. logs, screenshots, configuration files)	
http://i.imgur.com/FEQZVpa.png http://i.imgur.com/bOooc5Z.png http://i.imgur.com/LspzoDV.png	

History

#1 - 06/30/2016 10:11 PM - scoutception

<https://www.mediafire.com/?4hz3zqdjyxixq0> Savestate of the general crash area