
Subject: Mednafen 0.8.C Release Candidate 1
Posted by [Administrator](#) on Wed, 20 May 2009 18:40:09 GMT
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Test it, and post any regressions/bugs in this topic.

This release should fix several bugs with PlayStation 3 (and big-endian platforms in general) that I've neglected for some time. The "JACK" sound driver has been fixed, and enhanced, and should work well now. The "SDL" driver has been improved, fixing a potential crash/lockup issue on exiting Mednafen, and slightly reducing the potential for sound buffer underruns.

(Refer to the ChangeLog for full details)

Other things that testers can test:

PC Engine CD games with Ogg Vorbis rips (I've updated Tremor)

Random Neo Geo Pocket games.

One or two PC-FX games.

Big endian fixes brought to you by my new Sun Blade 2000, 2x UltraSPARC III Cu box. ...masquerading quite effectively as a space heater. ;)

File Attachments

1) [mednafen-0.8.C-rc1.tar.bz2](#), downloaded 714 times

Subject: Re: Mednafen 0.8.C Release Candidate 1
Posted by [Tunix](#) on Mon, 22 Jun 2009 04:24:17 GMT
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The game "Wizards and Warriors X: Fortress Of Fear" for the Game Boy triggers a bug in mednafen which causes it to crash with a SIGSEGV every time I defeat the first boss. I'm using Ubuntu 9.04 on an amd64 arch.

I've appended a save state file for the game which leads you directly to the the first boss (a giant bat). The game is paused. As soon as you continue the game with the "Start" button, just defeat the bat by pressing the B button once.

In case you need the ROM file, don't hesitate to contact me.

Within gdb I get the following output:

```
chris@jupiter:~/Emulation/Game Boy$ LANG="en_US.UTF-8" gdb
/usr/local/stow/mednafen-0.8.C-rc1/bin/mednafen
GNU gdb 6.8-debian
Copyright (C) 2008 Free Software Foundation, Inc.
License GPLv3+: GNU GPL version 3 or later <http://gnu.org/licenses/gpl.html>
This is free software: you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law. Type "show copying"
and "show warranty" for details.
This GDB was configured as "x86_64-linux-gnu"...
(gdb) run fortress_of_fear.gb
Starting program: /usr/local/stow/mednafen-0.8.C-rc1/bin/mednafen fortress_of_fear.gb
[Thread debugging using libthread_db enabled]
[New Thread 0x7f71309e9750 (LWP 5000)]
Starting Mednafen 0.8.C-rc1
Loading settings from "/home/chris/.mednafen/mednafen.cfg"...
Compiled against SDL 1.2.13, running with SDL 1.2.13
```

Initializing joysticks...

Joystick 0 - Logitech Logitech RumblePad 2 USB - Unique ID: 080e4a1ee1ed960b

Loading fortress_of_fear.gb...

ROM: 64KiB

ROM CRC32: 0x104eb503

ROM MD5: 0xf9445b104ebb70d8fb91c8c64452c0a4

Loading cheats from /home/chris/.mednafen/cheats/gb.cht...

0 cheats loaded.

Initializing sound...

[New Thread 0x7f712794f950 (LWP 5003)]

Using "OSS(/dev/dsp*)" audio driver with device "/dev/dsp":

Bits: 16

Rate: 48000

Channels: 2

Byte order: CPU Native

Buffer size: 4864 sample frames(101.333333 ms)

[New Thread 0x7f712714e950 (LWP 5004)]

Initializing video...

Video Mode: 1600 x 1200 x 32 bpp
OpenGL: Yes
Pixel shader: none
Fullscreen: Yes
Special Scaler: None
Scanlines: Off
Destination Rectangle: X=160, Y=24, W=1280, H=1152
OpenGL Implementation: NVIDIA Corporation GeForce 8800 GT/PCI/SSE2 3.0.0 NVIDIA 180.44
Checking extensions:
GL_ARB_texture_non_power_of_two found.
Using non-power-of-2 sized textures.
Checking maximum texture size...
Apparently it is at least: 8192 x 8192
Initializing video...
Video Mode: 1280 x 1152 x 32 bpp
OpenGL: Yes
Pixel shader: none
Fullscreen: No
Special Scaler: None
Scanlines: Off
Destination Rectangle: X=0, Y=0, W=1280, H=1152
OpenGL Implementation: NVIDIA Corporation GeForce 8800 GT/PCI/SSE2 3.0.0 NVIDIA 180.44
Checking extensions:
GL_ARB_texture_non_power_of_two found.
Using non-power-of-2 sized textures.
Checking maximum texture size...
Apparently it is at least: 8192 x 8192

Program received signal SIGSEGV, Segmentation fault.

[Switching to Thread 0x7f712714e950 (LWP 5004)]

0x00000000004e74bb in gbReadMemory (address=40963) at gb.cpp:823

823 retval = gbMemoryMap[address>>12][address & 0x0fff & gbRamSizeMask];

(gdb) bt

#0 0x00000000004e74bb in gbReadMemory (address=40963) at gb.cpp:823

#1 0x00000000004f5269 in GBZ80_RunOp () at gbCodes.h:620

#2 0x00000000004e7cc0 in Emulate (espec=0x7f712714e020) at gb.cpp:2097

#3 0x000000000041339f in MDFNI_Emulate (espec=0x7f712714e020) at mednafen.cpp:554

#4 0x0000000000479783 in GameLoop (arg=0x0) at drivers/main.cpp:735

#5 0x00007f712f3bae47 in ?? () from /usr/lib/libSDL-1.2.so.0

#6 0x00007f712f400369 in ?? () from /usr/lib/libSDL-1.2.so.0

#7 0x00007f712f64b3ba in start_thread () from /lib/libpthread.so.0

#8 0x00007f712e770fcd in clone () from /lib/libc.so.6

#9 0x0000000000000000 in ?? ()

(gdb) bt full

#0 0x00000000004e74bb in gbReadMemory (address=40963) at gb.cpp:823

retval = 255 'i½'

#1 0x00000000004f5269 in GBZ80_RunOp () at gbCodes.h:620

clockTicks = 2

opcode = 126 '~'

tempRegister = {B = {B0 = 96 '', B1 = 195 'i½'}, W = 50016}

tempValue = 13 'r'

offset = 0 '\0'

#2 0x00000000004e7cc0 in Emulate (espec=0x7f712714e020) at gb.cpp:2097

linedrawn = {true <repeats 58 times>, false <repeats 86 times>}

clockTicks = 1

doret = 0

#3 0x000000000041339f in MDFNI_Emulate (espec=0x7f712714e020) at mednafen.cpp:554

No locals.

#4 0x0000000000479783 in GameLoop (arg=0x0) at drivers/main.cpp:735

espec = {pixels = 0x2493590, LineWidths = 0x248c790, IsFMV = 0x0, skip = 0, SoundBuf = 0x7f712714e058, SoundBufSize = 0x7f712714e06c, soundmultiplier = 1, NeedRewind = false, NeedSoundReverse = false}

sound = (int16 *) 0xff1160

ssize = 804

fskip = 0

ThisBackBuffer = 0

#5 0x00007f712f3bae47 in ?? () from /usr/lib/libSDL-1.2.so.0

No symbol table info available.

#6 0x00007f712f400369 in ?? () from /usr/lib/libSDL-1.2.so.0

No symbol table info available.

#7 0x00007f712f64b3ba in start_thread () from /lib/libpthread.so.0

No symbol table info available.

#8 0x00007f712e770fcd in clone () from /lib/libc.so.6

No symbol table info available.

#9 0x0000000000000000 in ?? ()

No symbol table info available.

File Attachments

1) [fortress_of_fear.f9445b104ebb70d8fb91c8c64452c0a4.nc0](#),
downloaded 104 times

Subject: Re: Mednafen 0.8.C Release Candidate 1
Posted by [Administrator](#) on Mon, 22 Jun 2009 23:40:46 GMT
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Thanks. I've found the problem.

The VBA GameBoy code is a mess...

Subject: Re: Mednafen 0.8.C Release Candidate 1
Posted by [haikai](#) on Thu, 25 Jun 2009 00:56:02 GMT
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I'm going to try to test NGP in this RC soon. No time for games lately, except for Plants vs. Zombies. I've reached That Age. :(

Subject: Re: Mednafen 0.8.C Release Candidate 1
Posted by [Administrator](#) on Thu, 25 Jun 2009 01:42:52 GMT
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I like plants and zombies, why must they fight. :(

Subject: Re: Mednafen 0.8.C Release Candidate 1
Posted by [haikai](#) on Thu, 25 Jun 2009 01:47:40 GMT
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But it's so cute! You've gotta watch
<http://store.steampowered.com/app/99071/>
