Emulator - Emulator Issues #10233

Textures on interactive panels broken in Lego Star Wars 2

04/24/2017 06:46 PM - carrotfear666

Status:	Accepted		**% 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?

Lego Star Wars 2

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

GL7E64

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

12be79c1b0b1c16a8239cc428328b61d

What's the problem? Describe what went wrong.

In the game, there are interactive panels that can only be used by certain characters.
The panels should display a picture of which character can use them, but in the stage "Jedi Destiny" these pictures are broken and only appear as white and grey squares.

What steps will reproduce the problem?

Go to the Jedi Destiny stage, the second last one in episode 6, and look at the interactive panels.
Aspect ration was auto, resolution was native, anti aliasing off, anisotropic filtering off

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?

5.0-3441

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

i5, gtx 970, windows 7

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

The panels can still be used. It's just the pictures on them are broken.
This only effects the Jedi Destiny stage as far as I know. Not the panels in other stages.
I attempted several times to record a fifo log, but couldn't get it small enough to upload.

History

#1 - 04/24/2017 08:08 PM - JosJuice

Does it work in Dolphin 5.0?

Does the FIFO log become small enough if you compress it as e.g. 7z?

#2 - 04/24/2017 08:18 PM - mimimi

Can you try with "Store EFB Copies to Texture Only" disabled? This sounds like something where you need efb to ram. If that doesn't work, try with "Skip EFB Access from CPU" disabled as well.

#3 - 04/24/2017 08:44 PM - carrotfear666

mimimi wrote:

> Can you try with "Store EFB Copies to Texture Only" disabled? This sounds like something where you need efb to ram. If that doesn't work, try with "Skip EFB Access from CPU" disabled as well.

Tried that, it had no effect.

#4 - 04/24/2017 08:45 PM - carrotfear666

JosJuice wrote:

> Does it work in Dolphin 5.0?
>
> Does the FIFO log become small enough if you compress it as e.g. 7z?

Compressing it got it down to 18 MB, so still not small enough. Is there any other way to make it smaller?

#5 - 12/29/2018 02:47 PM - JMC4789

- Status changed from New to Accepted

No setting I touch seems to get those images to show up. On Youtube it isn't specified what version of the game they're using, but it appears that there are banners intended to be there.

Files

GL7E64-6.png	254 KB	04/24/2017		carrotfear666
GL7E64-7.png	249 KB	04/24/2017		carrotfear666