Unnoticed regression in Twilight Princess from tev-fixes-new

06/18/2017 09:33 AM - MayImilae

**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:** 4.0-1192
**Relates to usability:** No
**Fixed in:** 5.0-14602

**Description**
In the Legend of Zelda: Twilight Princess (GZ2E01), the eyes of the Zora in Twilight Princess don't blend properly with the rest of their model since TEV Fixes New (4.0-1192).
In addition to that the rest of the face lighting is incorrect and also extends down the body of the Zora.

Occurs in OpenGL, Software (!), Vulkan, and D3D.

To reproduce this, go to Zora's domain, go in to first person view, and view the Zora sitting on the chair. The location of Zora's domain is at the top-middle of the map if you use the game's warp system.

Or just run the included fifo log!

Tested:
4.0-91
4.0-926
4.0-1226
5.0-9
5.0-4406

Tested on:
Intel Core i5-3570k @ 4.6ghz
Nvidia GeForce GTX 1080
Windows 7 x64

**History**

#1 - 08/02/2017 03:39 PM - JMC4789
Can we add this to fifoci once it's back up?

#2 - 08/11/2017 08:48 AM - leoetlino
- Status changed from New to Accepted

fifoci is back up now

#3 - 07/11/2021 10:14 PM - JosJuice
- Fixed in set to 5.0-14602
- Status changed from Accepted to Fixed

https://dolphin-emu.org/download/dev/93626764d475688877bad1140fd1d6b766d4aa5b/