

Emulator - Emulator Issues #10346

Unnoticed regression in Twilight Princess from tev-fixes-new

06/18/2017 09:33 AM - MayImilae

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:	Yes	Regression start:	4.0-1192
Relates to usability:	No	Fixed in:	
Description			
<p>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.</p> <p>Occurs in OpenGL, Software (!), Vulkan, and D3D.</p> <p>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.</p> <p>Or just run the included fifo log!</p> <p>Tested: 4.0-91 4.0-926 4.0-1226 5.0-9 5.0-4406</p> <p>Tested on: Intel Core i5-3570k @ 4.6ghz Nvidia GeForce GTX 1080 Windows 7 x64</p>			

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

Files

00000000-8.png	1.23 MB	06/18/2017	MayImilae
00000000-9.png	1.11 MB	06/18/2017	MayImilae
FACEATTACK.dff.tar.gz	4.54 MB	06/18/2017	MayImilae