

Emulator - Emulator Issues #10966

New Super Mario Bros on macOS requires EFB copies to RAM

03/26/2018 12:14 PM - wiggly

Status: Accepted	% Done: 0%
Priority: Normal	
Assignee:	
Category:	
Target version:	
Operating system: OS X	Relates to performance: No
Issue type: Bug	Easy: No
Milestone: Current	Relates to maintainability: No
Regression: Yes	Regression start: 5.0-5968
Relates to usability: No	Fixed in:

Description

Game Name?

New Super Mario Bros + Donkey Kong Country Returns

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

SMNE01 (00010000534d4e45)
SF8E01 (0001000053463845)

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

What's the problem? Describe what went wrong.

In New Super Mario Bros Wii, coin blocks are invisible on macOS High Sierra when not selecting EFB Textures to RAM. When EFB Textures to RAM is chosen (by de-selecting the checkbox "Store EFB Copies to Texture Only") the game runs super slow on a Retina display. The issue is detailed here:

[[<https://forums.dolphin-emu.org/Thread-so-i-created-account-just-to-ask-about-new-mario-bros-on-dolphin-on-mac?page=1>]]

The thread describes this issue as beginning from version 5.0-5968 onward.

What steps will reproduce the problem?

Launch the game from macOS High Sierra build 5.0-6665. Keep default settings. Coin blocks will be invisible until they are "hit" by Mario.

Is the issue present in the latest development version? For future reference, please also write down the version number of the latest development version.

Is the issue present in the latest stable version?

Unsure - the latest stable version will not run on High Sierra because the real Wiimote will not connect. Wiimotes only work on the latest dev version.

If the issue isn't present in the latest stable version, which is the first broken version? (You can find the first broken version by bisecting. Windows users can use the tool <https://forums.dolphin-emu.org/Thread-green-notice-development-thread-unofficial-dolphin-bisection-tool-for-finding-broken-builds> and anyone who is building Dolphin on their own can use git bisect.)

5.0-6665 (according to other users. I was unable to test because Wiimotes won't work on High Sierra on that version).

If your issue is a graphical issue, please attach screenshots and record a three frame fifolog of the issue if possible. Screenshots showing what it is supposed to look like from either console or older builds of Dolphin will help too. For more information on how to use the fifoplayer, please check here: <https://wiki.dolphin-emu.org/index.php?title=FifoPlayer>

[Attach any fifologs if possible, write a description of fifologs and screenshots here to assist people unfamiliar with the game.]

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

[PC specs here]

Is there anything else that can help developers narrow down the issue? (e.g. logs, screenshots, configuration files, savefiles, savestates)

[Anything else here]

Related issues:

Has duplicate Emulator - Emulator Issues #11261: Missing blocks

Duplicate

History

#1 - 03/26/2018 01:32 PM - JosJuice

- Regression start set to 5.0-5968
- Regression changed from No to Yes
- Milestone set to Current
- Operating system OS X added
- Operating system deleted (N/A)

#2 - 05/23/2018 04:16 AM - JMC4789

- Assignee set to Maylmlae
- Status changed from New to Accepted

Maylmlae - please verify. Tentatively accepting since I've seen multiple reports and there's a bisect.

#3 - 07/03/2018 09:29 PM - JosJuice

- Has duplicate Emulator Issues #11261: Missing blocks added

#4 - 09/23/2018 11:51 AM - Maylmlae

- Assignee deleted (Maylmlae)

Reproduced. Coins and blocks do not appear on my MacBook either. ☹ (□□□) ☹

Files

Screen Shot 2018-03-26 at 8.13.13 AM.png	692 KB	03/26/2018	wiggly
Screen Shot 2018-03-26 at 8.13.50 AM.png	1 MB	03/26/2018	wiggly