

Emulator - Emulator Issues #10974

Wii Play - Bloom effects look wrong with IR higher than 1x

03/30/2018 06:53 PM - Lettendo

Status: Questionable	% Done: 0%
Priority: Low	
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?

Wii Play

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

RHAP01

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

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What's the problem? Describe what went wrong.

In the game of laser hockey, the neon tubes do not look correct at resolutions higher than the standard Wii resolution. Remedy can be to turn off the "Scaled EFB Copy" option, but many other textures will no longer look sharp at high resolutions.

What steps will reproduce the problem?

Set the internal resolution to a high value, for example 6x. Make sure the "Scaled EFB Copy" is enabled. Start the game and play through the levels until you reach Laser Hockey (Fifth game). Or use my save file. Start the level.

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

Yes, 5.0-6787.

Is the issue present in the latest stable version?

Yes, 5.0.

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

CPU: Intel Core i7-8700K
GPU: NVIDIA GeForce GTX 980 [AMP! Edition]
OS: Windows 10

History

#1 - 03/30/2018 06:54 PM - Helios

- Status changed from New to Questionable

Pretty sure that's just one of many kinds of effects that just do not scale well with IR. JMC would remember better than I would.

#2 - 03/30/2018 08:45 PM - Maylmlae

That is a common bloom issue that affects Twilight Princess, Xenoblade Chronicles, Metroid Prime 3, and others. This is just an artifact of upscaling bloom of a set resolution - it tightens relative to the geometry and the layers become visible. There isn't a lot we can do about it at the moment, outside of [AR codes](#) or other per game techniques.

#3 - 03/30/2018 08:45 PM - Maylmlae

- Priority changed from Normal to Low

#4 - 03/25/2019 10:17 PM - Billiard26

- Subject changed from Graphic effect looks wrong with internal resolutions higher than 1x. to Wii Play - Bloom effects look wrong with IR higher than 1x

Files

1x internal resolution.png	2.35 MB	03/30/2018	Lettendo
6x internal resolution.png	2.37 MB	03/30/2018	Lettendo
wii play laser hockey.dff	2.55 MB	03/30/2018	Lettendo
data.bin	93.3 KB	03/30/2018	Lettendo