

## Emulator - Emulator Issues #11164

### TMEM emulation regressions

05/25/2018 01:44 PM - JMC4789

<b>Status:</b>	Fixed	<b>% Done:</b>	0%
<b>Priority:</b>	High		
<b>Assignee:</b>			
<b>Category:</b>			
<b>Target version:</b>			
<b>Operating system:</b>	N/A	<b>Relates to performance:</b>	No
<b>Issue type:</b>	Bug	<b>Easy:</b>	No
<b>Milestone:</b>	Current	<b>Relates to maintainability:</b>	No
<b>Regression:</b>	Yes	<b>Regression start:</b>	5.0-4703
<b>Relates to usability:</b>	No	<b>Fixed in:</b>	5.0-15294

**Description**

**Game Name?**

NHL Slapshot -  
Metal Arms: Glitch in the System - GM5E7D  
**Sonic Riders** - GXEE8P  
Tak and the Power of Juju - GJUE78

**What's the problem? Describe what went wrong.**

TMEM emulation breaks FMVs in these games, causing them to get stuck. NHL Slapshot breaks differently, with the same left/right eighth of the screen repeating itself on each half of the screen. NHL Slapshot actively cannot be played, while the other games function normally outside of FMVs.

**What steps will reproduce the problem?**

Play Games.

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

5.0-7718

**Is the issue present in the latest stable version?**

No

**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.)

[5.0-4703](#)

**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>

A fifolog of NHL Slapshot already exists on fifoci

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

Core i7-6700K

NVIDIA GTX 1070  
AMD Vega  
Windows 10

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

Nope.

**Related issues:**

Has duplicate Emulator - Emulator Issues #10540: Metal Arms: Glitch in the Sy...	<b>Duplicate</b>
Has duplicate Emulator - Emulator Issues #10639: Sonic Riders movies freeze b...	<b>Duplicate</b>
Has duplicate Emulator - Emulator Issues #11008: Tak and the Power of Juju - ...	<b>Duplicate</b>
Has duplicate Emulator - Emulator Issues #10879: Sonic Riders: Zero Gravity, ...	<b>Duplicate</b>
Has duplicate Emulator - Emulator Issues #10467: NHL Slapshot in-game graphic...	<b>Duplicate</b>
Has duplicate Emulator - Emulator Issues #11561: BLEACH SHATTERED BLADE : no ...	<b>Duplicate</b>
Has duplicate Emulator - Emulator Issues #10648: Lego Indiana Jones 2: Grey s...	<b>Duplicate</b>

**History**

**#1 - 05/25/2018 01:45 PM - JMC4789**

- Has duplicate Emulator Issues #10540: Metal Arms: Glitch in the System - No Rendering added

**#2 - 05/25/2018 01:45 PM - JMC4789**

- Related to Emulator Issues #11008: Tak and the Power of Juju - Cutscenes are broken added

**#3 - 05/25/2018 01:46 PM - JMC4789**

- Has duplicate Emulator Issues #10639: Sonic Riders movies freeze but audio continues to play added

**#4 - 05/25/2018 01:46 PM - JosJuice**

- Related to deleted (Emulator Issues #11008: Tak and the Power of Juju - Cutscenes are broken)

**#5 - 05/25/2018 01:46 PM - JosJuice**

- Has duplicate Emulator Issues #11008: Tak and the Power of Juju - Cutscenes are broken added

**#6 - 05/25/2018 01:47 PM - JosJuice**

- Has duplicate Emulator Issues #10879: Sonic Riders: Zero Gravity, cutscenes not working added

**#7 - 05/25/2018 01:47 PM - JMC4789**

- Has duplicate Emulator Issues #10467: NHL Slapshot in-game graphics issues added

**#8 - 05/25/2018 03:27 PM - JMC4789**

- Status changed from New to Accepted

**#9 - 08/12/2018 07:48 PM - kolano**

From the forums...

"Switching the texture cache slider while a cutscene updates the current cutscene frame to actually display. It'll be frozen on that frame until the next time the texture cache setting is changed. Rapidly swapping between "Safe" and "Fast" settings allows you to view the cutscene. The faster you swap between them the faster the framerate.

By default my screen flashes purple whenever I change this setting during a cutscene, so doing it rapidly causes annoying rapid purple flashing. Enabling "Immediately Present XFB" eliminates this purple flashing entirely."

Changing the "Disable EFB ram copies" on or off also updates the cutscene frame.

**#10 - 11/27/2018 09:40 PM - PPLToast**

A 2 second transition to the title screen in 428: Fūsa Sareta Shibuya de is also affected by this.

**#11 - 06/11/2019 05:50 PM - JosJuice**

Videos in Godzilla: Destroy All Monsters Melee are also affected, according to a forum post:

**#12 - 06/24/2019 08:29 PM - Miksel12**

Sounds like video's in Night at the Museum: Battle of the Smithsonian are also affected:

<https://forums.dolphin-emu.org/Thread-wii-night-at-the-museum-battle-of-the-smithsonian?pid=487186#pid487186>

**#13 - 09/13/2019 08:26 AM - SuperDavid**

It looks like some videos in Power Rangers Samurai also stopped working properly in 5.0-4703.

**#14 - 09/13/2019 08:42 AM - SuperDavid**

I can get the FMV to play normally with software renderer, but not OpenGL, Vulkan or Direct3D 11.

**#15 - 09/12/2020 12:21 PM - JMC4789**

- Related to Emulator Issues #11561: BLEACH SHATTERED BLADE : no intro video added

**#16 - 09/12/2020 12:23 PM - JosJuice**

- Related to deleted (Emulator Issues #11561: BLEACH SHATTERED BLADE : no intro video)

**#17 - 09/12/2020 12:23 PM - JosJuice**

- Has duplicate Emulator Issues #11561: BLEACH SHATTERED BLADE : no intro video added

**#18 - 06/10/2021 10:04 AM - ubergeek77**

This is still an issue as of 5.0-14388. However, on this same version of Dolphin, I observed that the first story cutscene in Sonic Riders would play the FMV normally **while there were subtitles on the screen**. The video starts frozen, but whenever subtitles are shown, the video cuts to where it should be at that point, plays normally for the duration of the subtitles, then freezes in place once the subtitles are gone. It repeats this pattern for all subtitles in the video. In other words, if subtitles were theoretically shown for 100% of the video, then it seems the video would play with no issues at all.

I haven't seen anyone report this before, and I thought it was interesting and worth reporting.

Emulator information:

Version: 5.0-14388

Backend: Vulkan

Adapter: GeForce RTX 2080

**#19 - 06/26/2021 12:20 AM - zstorm4**

To add to what ubergeek posted, Metal Arms exhibits similar behavior. The only fmvs that play are the loading screens and demo attract movie. The former have text overlayed that's data driven, the latter has "press start/insert controller" overlayed and flashing

**#20 - 07/10/2021 04:55 AM - jtman03**

If you spam the "HOME" button while a cutscenes are playing, it would goto the right frame that it should be at. If you spam the "HOME" button, the cutscene will work, only when you stop spamming the "HOME" button, it wouldn't work. In Sonic Riders: Zero Gravity, if you wait for the cutscenes to show up in the start screen, the cutscenes would work. We would need to find a way to update those frames for it to work.

**#21 - 07/10/2021 04:57 AM - jtman03**

Works in: OpenGL, Vulkan

**#22 - 07/10/2021 05:47 AM - jtman03**

In Sonic Riders Games GC/Wii, If it goto the "OPTIONS" menu, Control Settings, and change the control to a gamecube controller, it fixes the problem and you would be able to view all the cutscenes in story mode. (I can confirm that this works on the latest version of dolphin with OpenGL). Not sure why this happens, but it can help us figure out how to fix this problem.

**#23 - 09/11/2021 04:06 PM - JMC4789**

So it turns out the Sonic Riders: Zero Gravity 4th player screen breaking is not a tmem regression. Currently bisecting.

**#24 - 10/13/2021 07:41 PM - Miksel12**

I believe all regressions are fixed by 5.0-15294?

**#25 - 10/13/2021 08:10 PM - autofire372**

I can't speak for all the games on the list, but I *can* say that Tak is fixed.

**#26 - 10/16/2021 12:41 PM - JosJuice**

- *Status changed from Accepted to Fixed*
- *Regression start set to 5.0-4703*
- *Fixed in set to 5.0-15294*

<https://dolphin-emu.org/download/dev/6987ea059648d1e74cba4aec2e69bba5890239e1/>

**#27 - 07/23/2022 05:25 PM - JosJuice**

- *Has duplicate Emulator Issues #10648: Lego Indiana Jones 2: Grey screen on the 3rd level in Raiders of the Lost Ark added*