

Emulator - Emulator Issues #11164

TMEM emulation regressions

05/25/2018 01:44 PM - JMC4789

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

Description

Game Name?

NHL Slapshop -
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...	Duplicate
Has duplicate Emulator - Emulator Issues #10639: Sonic Riders movies freeze b...	Duplicate
Has duplicate Emulator - Emulator Issues #11008: Tak and the Power of Juju - ...	Duplicate
Has duplicate Emulator - Emulator Issues #10879: Sonic Riders: Zero Gravity, ...	Duplicate
Has duplicate Emulator - Emulator Issues #10467: NHL Slapshot in-game graphic...	Duplicate

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.