

Emulator - Emulator Issues #11415

Android:Okami drawing screen missing background

10/10/2018 10:35 AM - lim2222

Status:	Questionable	% Done:	0%
Priority:	Normal		
Assignee:			
Category:			
Target version:			
Operating system:	Android	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?

[Put Game Name here]
Okami

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

[Put Game ID here]
ROWJ08

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

[Put MD5 Hash here]

What's the problem? Describe what went wrong.

[Description here]
Drawing screen should be transparent and able to see through background.Both Opengl and vulkan same problem.

What steps will reproduce the problem?

[Reproduction steps here]
press z button

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

[Version number here]
5.0-8845

Is the issue present in the latest stable version?

[Yes/No and version number here]

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.)

[First broken version number here (if applicable)]

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]

Android 8.1 Adreno 540 opengl es [3.2V@269.0](#) oneplus 5.

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

[Anything else here]

History

#1 - 10/10/2018 10:53 AM - JosJuice

- Status changed from New to Questionable

- Operating system Android added

- Operating system deleted (N/A)

#2 - 02/20/2019 06:08 AM - weihuoya

Okami drawing screen missing background, test 5.0-9616.

#3 - 02/20/2019 06:13 AM - JosJuice

weihuoya: Which hardware did you test it on?

#4 - 02/20/2019 10:11 AM - weihuoya

samsung s7edge, 820

#5 - 02/25/2019 03:26 PM - weihuoya

Okami drawing screen require logic ops but logic ops aren't available on android device. it can't get fixed. so sad.

#6 - 02/25/2019 04:15 PM - JMC4789

We should make a global issue for these features.

Even if Android doesn't support logicops, it's possible we could have a (slow?) fallback that at least lets it get emulated in games that require it.

#7 - 02/26/2019 08:20 AM - weihuoya

yeah, we can use framebuffer fetch in opengl and do shader logic ops.

#8 - 02/26/2019 08:34 AM - Stenzek

It's only a fix for OpenGL, though. Hopefully at some point Vulkan will get a EXT_shader_framebuffer_fetch equivalent...

#9 - 04/11/2019 05:26 AM - weihuoya

find these games have graphic issues without logic ops support:

Okami, Mario Kart Wii, Prince of Persia: Warrior Within, Prince of Persia: The Forgotten Sands, Resident Evil Code Veronica X, Skies Of Arcadia Legends, The Legend of Zelda: Skyward Sword.

Files

Screenshot_20180930-002645.jpg

404 KB

10/10/2018

lim2222