Emulator - Emulator Issues #11672

The Sims 2 glitchy top/right borders ingame

04/12/2019 04:17 AM - xerxes

Status:	New		**% Done:**	0%
Priority:	Normal			
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?

The Sims 2

Game ID?

G4ZE69

MD5 Hash?

dc5038fa00bcf4a7c507cd6a92fb3429

What's the problem? Describe what went wrong.

During the story mode intro cutscene and ingame, the top and right borders of the screen have a pixel or two thick line that displays improperly. Fifolog attached. When recording a fifolog during this section, the fifoplayer also gives the error "FifoRecorder: Expected command to be 4953 bytes long, we were given 6603 bytes".

What steps will reproduce the problem?

Start the game in story mode, create a sim, and complete sim creation to start the story mode. It's visible in the first cutscene.

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, 9.0-9954.

Is the issue present in the latest stable version?

I'm retarded and I can't figure out how to uninstall dolphin when built from source to install 5.0 from the ubuntu repositories. I tried switching branches to tags/5.0 and compiling it instead but I had the compiler throw an error and quit (it's building in home, I just removed my name):

/dolphin-emu/Source/Core/Common/x64CPUDetect.cpp:45:12: error: ambiguating new declaration of 'u64 _xgetbv(u32)'
 static u64 _xgetbv(u32 index)
            ~~~~~~

In file included from /usr/lib/gcc/x86_64-linux-gnu/8/include/x86intrin.h:74,
from /dolphin-emu/Source/Core/Common/Intrinsics.h:12,
from /dolphin-emu/Source/Core/Common/x64CPUDetect.cpp:10:
/usr/lib/gcc/x86_64-linux-gnu/8/include/xsaveintrin.h:60:1: note: old declaration 'long long int _xgetbv(unsigned int)'
 _xgetbv (unsigned int __A)
 ~~~~~~

/dolphin-emu/Source/Core/Common/x64CPUDetect.cpp:45:12: warning: 'u64 _xgetbv(u32)' defined but not used [-Wunused-function]
static u64 _xgetbv(u32 index)
           ~~~~~~
make[2]: *** [Source/Core/Common/CMakeFiles/common.dir/build.make:596:
Source/Core/Common/CMakeFiles/common.dir/x64CPUDetect.cpp.o] Error 1
make[1]: *** [CMakeFiles/Makefile2:549: Source/Core/Common/CMakeFiles/common.dir/all] Error 2
make: *** [Makefile:163: all] Error 2

If the issue isn't present in the latest stable version, which is the first broken version?

Will check later as soon as I figure out how to get 5.0, assuming builds don't fail :<.

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

Attached a fifolog and screenshot of how it looks for me.

What are your PC specifications?

Intel Core i3-3220 @ 3.3GHz, NVIDIA GeForce GTX 1060 6GB with nvidia-driver-390 drivers (390.116), Lubuntu 18.10

History

#1 - 04/12/2019 06:42 AM - JMC4789

Does this happen at 1x internal resolution? Does it happen with the Vertex Offset Hack enabled?

#2 - 04/12/2019 06:47 AM - xerxes

Yes I always play in 1x internal res. If you mean vertex rounding, no it doesn't change it. Is there an INI setting for the vertex offset hack I can try if it's different?

#3 - 04/12/2019 06:48 AM - JMC4789

How does the fifolog play in the software renderer? Does turning on "crop" in the advanced fix it? Sometimes games will be lazy off the edges of the T.V. and result in artifacts.

#4 - 04/12/2019 06:53 AM - xerxes

- File screenshot.png added

It looks fine in software renderer in the fifolog, here's a screenshot. It's visible on the right but not the top with crop.

#5 - 04/12/2019 06:55 AM - xerxes

- File screenshot2.png added

Oops sorry about the window in the way, here's another screenshot of the software renderer that's better.

#6 - 04/26/2021 02:56 AM - ZephyrSurfer

Also worth noting there is an issue with the sky in the Software Renderer, with a square repeating pattern. There is no such such issue in the hardware renderers.

Files

ts2-border.7z	882 KB	04/12/2019		xerxes
screenshot.png	696 KB	04/12/2019		xerxes
screenshot.png	571 KB	04/12/2019		xerxes
screenshot2.png	345 KB	04/12/2019		xerxes