

Emulator - Emulator Issues #11817

Kirby Air Ride unplayable with Vulkan on macOS

08/04/2019 11:03 PM - Kuriibo

Status: Duplicate	% 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?	
Kirby Air Ride	
Game ID? (right click the game in the game list, Properties, Info tab)	
GKYE01	
MD5 Hash? (right click the game in the game list, Properties, Verify tab, Verify Integrity button)	
ae4f3323a86c2397f31b33dd0ed0298b	
What's the problem? Describe what went wrong.	
When using Vulkan as the backend on macOS, the course/background/scenery textures don't load, while the characters and user interface appear correctly.	
What steps will reproduce the problem?	
The issue will become apparent upon entering a race	
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, 5.0-10762	
Specifications:	
2.4Ghz Core i5, Iris Plus Graphics 655, MacOS 10.14.6	
Related issues:	
Related to Emulator - Emulator Issues #12247: Kirby Air Ride on Android: Blac...	Duplicate
Is duplicate of Emulator - Emulator Issues #11843: Devices without LogicOps s...	Accepted

History

#1 - 07/05/2020 09:37 PM - Anonymous

This issue also occurs on Android on my Nubia RedMagic 5g on Dolphin 5.0-12247. It appears exactly as the attached video in the OP, where most of the terrain is colored black. I'm not sure which graphics API is being used on my device.

Also worth noting, this only appears in the Air Ride and City Trial modes. The menu, opening cutscene, movies, and Top Ride all appear to render normally. The games Super Mario Sunshine and Pacman World 2 also appear to render normally.

#2 - 09/07/2020 03:07 PM - Wumbo

After some testing on my Galaxy S9 (android) I have found that the textures fail to load when upgrading from:

Dolphin version 5.0-10756 to 5.0-10758.

My device: Galaxy Note 9. snapdragon 845

#3 - 09/07/2020 03:38 PM - JosJuice

- *Related to Emulator Issues #12247: Kirby Air Ride on Android: Black Textures added*

#4 - 09/13/2020 12:57 AM - JMC4789

- *Status changed from New to Duplicate*

#5 - 09/13/2020 12:57 AM - JMC4789

- *Is duplicate of Emulator Issues #11843: Devices without LogicOps support render environment textures in Air Ride and City Trial as black added*

Files

KAR.mov	2.96 MB	08/04/2019	Kuriibo
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