Emulator - Emulator Issues #11832

Software renderer shows old frame in frame in SMG

08/20/2019 11:07 PM - Miksel12

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?

SMG

Game ID? (right click the game in the game list, Properties, Info tab)

RMGE01

MD5 Hash? (right click the game in the game list, Properties, Verify tab, Verify Integrity button)

8eac1d25208b3413885007e61bd74665

What's the problem? Describe what went wrong.

During the boss roar of dino piranha (I was checking if https://bugs.dolphin-emu.org/issues/8327 still is a problem), the software renderer shows the current frame in the upper right corner.

What steps will reproduce the problem?

Watch the boss roar with software renderer enabled.

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

5.0-10852

Is the issue present in the latest stable version?

Didn't test

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.)

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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

See picture.

What are your PC specifications? (CPU, GPU, Operating System, more)		
i5 4670K, GTX 1060, W10		
Is there anything else that can help developers narrow down the issue? (e.g. logs, screenshots, configuration files, savefiles, savestates)		
Related issues:		
Related to Emulator - Emulator Issues #9069: Super Mario Galaxy 2 - Motion Bl...	**Duplicate**	
Related to Emulator - Emulator Issues #8327: Super Mario Galaxy 1/2 - Roar sh...	**Fixed**	

History

#1 - 08/22/2019 08:37 PM - Miksel12

I couldn't reproduce this issue in 5.0.

#2 - 08/29/2019 01:49 PM - Miksel12

- File SMGBossSoftware.rar added

Here is the Fifolog. The log shows that this issue is also present in the hardware backends and also in 5.0. Though the fifolog in 5.0 and in the latest dev build are different. I don't think it is coincidence that this happens during the missing shockwave effect.

#3 - 09/12/2020 12:26 PM - JMC4789

I don't think it's a coincidence either. Would you mind if I moved this information into the missing shockwave effect issue?

#4 - 09/12/2020 12:43 PM - Miksel12

No problem.

#5 - 09/12/2020 12:45 PM - JMC4789

- Status changed from New to Duplicate

We probably want to move the attachments over or something too because they show that something interesting is going on.

#6 - 09/12/2020 12:46 PM - JMC4789

- Related to Emulator Issues #9069: Super Mario Galaxy 2 - Motion Blur Effect missing during boss fights' screaming/roaring scenes added

#7 - 09/12/2020 12:46 PM - JMC4789

- Related to Emulator Issues #8327: Super Mario Galaxy 1/2 - Roar shockwave does not display added

#8 - 04/20/2021 04:14 AM - pokechu22

I can't reproduce this issue in 5.0-13963. I do see it in the attached fifolog, but not when actually playing the game (though I'm loading a state from OpenGL during/right before the roar animation).

#9 - 04/20/2021 01:13 PM - Miksel12

I tested this again some time ago and was still able to see it (by making a new fifolog). But it might have been fixed since then or might even be an error in the way a fifolog is captured? I'll retest after https://github.com/dolphin-emu/dolphin/pull/9656 has been merged.

#10 - 04/20/2021 01:15 PM - JMC4789

If you do a fifolog/savestate during the roar effect between builds, sometimes it'll bake in the EFB.

Files

RMGE01-1.png	270 KB	08/20/2019	Miksel12