

Emulator - Emulator Issues #11951

Auto res + widescreen patch = Dolphin heuristic can't decide which [Lost Kingdoms 2]

01/13/2020 10:12 PM - Habanero

Status:	Fixed	% Done:	0%
Priority:	Normal		
Assignee:	Billiard26		
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:	5.0-11841
Description			
Game Name?			
Lost Kingdoms 2			
Game ID?			
GR2E52			
MD5 Hash? (right click the game in the game list, Properties, Verify tab, Verify Integrity button)			
37d3f930fd53334040f4dfcce94970c8			
Redump status: Good dump			
What's the problem? Describe what went wrong.			
Using the Widescreen Gecko code 042EA1A0 3FE38E39 with aspect ratio set to Auto causes Dolphin to rapidly switch between the game's native 4:3 and the patch's 16:9 when the camera is at certain angles (the hallway in this case).			
What steps will reproduce the problem?			
Apply the Gecko code Set aspect ratio to Auto Happens within 5 seconds of the very first level			
Turning the Gecko code off, or setting the aspect ratio to force 16:9 or force 4:3 seems to avoid the issue.			
Is the issue present in the latest development version? For future reference, please also write down the version number of the latest development version.			
Dolphin 5.0-11476			
Is the issue present in the latest stable version?			
Yes (Dolphin 5.0-11476)			
What are your PC specifications? (CPU, GPU, Operating System, more)			
Windows 7 Professional 64-bit (6.1, Build 7601) Service Pack 1 (7601.win7sp1_ldr_escrow.181110-1429) Processor: Intel® Core™ i5-2500K CPU @ 3.30GHz (4 CPUs), ~3.3GHz Memory: 16384MB RAM			

Video: AMD Radeon 7950

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

Save state:

<https://www.mediafire.com/file/k6cg92k9mek4m1s/GR2E52.s01>

<https://streamable.com/aukz6>

This issue was mentioned before.

<https://forums.dolphin-emu.org/Thread-splinter-cell-keeps-flickering-from-4-3-aspect-ratio-to-16-9>

<https://bugs.dolphin-emu.org/issues/9895>

<https://github.com/dolphin-emu/dolphin/pull/5008>

Per-game settings (everything else should be on default last I checked):

[Core]

CPUThread = True

MMU = True

FPRF = True

SyncGPU = True

DSPHLE = True

GFXBackend = OGL

CPUCore = 1

[DSP]

Backend = XAudio2

[Video_Stereoscopy]

StereoEFBMonoDepth = True

[Video_Settings]

InternalResolution = 8

MSAA = 1

SSAA = False

AspectRatio = 0

SafeTextureCacheColorSamples = 512

HiresTextures = True

[Video_Hardware]

VSync = True

[Video_Enhancements]

MaxAnisotropy = 4

[Gecko]

\$Lost Kingdoms 2 Widescreen

042EA1A0 3FE38E39

[Gecko_Enabled]

\$Lost Kingdoms 2 Widescreen

If you need more, I can try to provide it.

History

#1 - 01/24/2020 07:40 PM - Billiard26

This is incredibly difficult to reproduce. I made it happen one time in 10 minutes of messing around. Any other place in-game where this is easier to test? And can you provide a save file?

#2 - 01/24/2020 08:36 PM - Habanero

Billiard26 wrote:

This is incredibly difficult to reproduce. I made it happen one time in 10 minutes of messing around. Any other place in-game where this is easier to test? And can you provide a save file?

Really? I can make it happen pretty much on demand in the first hallway you start in (like in the Streamable link) and certain other areas. There are a lot of other areas that have the same issue (seems to depend on the camera not liking the geometry at certain perspectives), but I can't remember all of them. Here's a 100% save file. When you load the game, go to Nobleman's Residence (bottom left of the first screen you start on). You will start in a large empty room. Don't move, and just rotate the camera to trigger the glitch. Here's another video (skip to 44 seconds).

<https://streamable.com/lkfyc>

<https://files.catbox.moe/wy6o7x.raw>

Source in case that doesn't work: <https://gamefaqs.gamespot.com/gamecube/529740-lost-kingdoms/saves>

NA Gecko code:

\$16:9 Widescreen

042EA1A0 3FE38E39

Settings:

[Core]

CPUThread = True

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SyncGPU = True

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CPUCore = 1

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SafeTextureCacheColorSamples = 512

[Video_Hardware]

VSync = True

[Video_Enhancements]

MaxAnisotropy = 4

[Gecko]

\$Widescreen

042EA1A0 3FE38E39

*

[Gecko_Enabled]

\$Widescreen

#3 - 01/24/2020 09:00 PM - Billiard26

Ah, it's much worse with "SyncGPU" enabled.

#4 - 01/24/2020 10:53 PM - Habanero

Billiard26 wrote:

Ah, it's much worse with "SyncGPU" enabled.

Ahh, that's a start. I didn't even consider SyncGPU (though I'm not sure what it really does, so I might've just turned it on just in case). I'll have to remember that.

#5 - 01/24/2020 10:55 PM - JMC4789

There are easier games to test this on that don't require SyncGPU. The Heuristic has been buggy ever since a change to XFB a while back.

#6 - 01/25/2020 04:46 PM - Billiard26

- Assignee set to Billiard26

- Status changed from New to Fix pending

<https://github.com/dolphin-emu/dolphin/pull/8584>

#7 - 04/13/2020 10:02 AM - JosJuice

- Fixed in set to 5.0-11841

- Status changed from Fix pending to Fixed

<https://dolphin-emu.org/download/dev/c0ae9cbc453d1e62e7bce9ad05c84de92ac24560/>