

## Emulator - Emulator Issues #12147

### [Android] Stereoscopic 3D only shows one of two images

06/12/2020 04:44 AM - Spiderbomb

<b>Status:</b> New	<b>% Done:</b> 0%
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Operating system:</b> Android	<b>Relates to performance:</b> No
<b>Issue type:</b> Bug	<b>Easy:</b> No
<b>Milestone:</b>	<b>Relates to maintainability:</b> No
<b>Regression:</b> No	<b>Regression start:</b>
<b>Relates to usability:</b> No	<b>Fixed in:</b>

**Description**

**What's the problem? Describe what went wrong.**

All forms of stereoscopic 3D on the Android version of Dolphin don't function properly on at least 3 different phones (Pixel 2 XL / Xperia XZ1 Compact, both with Snapdragon 835 and Adreno 540, and pixel 3a XL, with Snapdragon 670 and Adreno 615, the latter two running Android 9)

Side By Side only shows the left image, Top and Bottom only shows the top, and Anaglyph is nearly indistinguishable from normal gameplay, save for some slight rendering differences.

**What steps will reproduce the problem?**

Graphics Settings > Enhancements > Stereoscopy  
Enable any stereoscopy mode  
Run any game

**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, the latest version is 5.0-12103

**Is the issue present in the latest stable version?**

Yes, 5.0-11991

**If your issue is a graphical issue, please attach screenshots and record a three frame fifo log 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 are 3 screenshots. Sidebyside.png demonstrates the left-image issue, anaglyphon.png demonstrates what Anaglyph looks like when enabled, and anaglyphhoff demonstrates what the game normally looks like.

**What are your PC specifications? (CPU, GPU, Operating System, more)**

Snapdragon 670, Adreno 615, Android 9, Pixel 3a XL

#### History

#1 - 06/12/2020 07:49 AM - JosJuice

- Operating system Android added

- Operating system deleted (N/A)

**#2 - 11/30/2020 05:54 AM - vlbastos**

Same in Xiaomi Poco F2 PRO.  
Chipset: Snapdragon 865  
GPU: Adreno 650  
Android: 10  
Dolphin: 5.0-13163 and 5.0-12716

**#3 - 12/10/2020 09:42 AM - david\_dd**

same here on oculus quest 2 (android)

chipset:Snapdragon XR2  
GPU:Adreno 650  
Dolphin: 5.0-12716

**#4 - 01/02/2021 04:55 AM - iwubcode**

What kind of settings do you all have enabled?

Is MSAA enabled? If so, can you try turning it off?

The other unfortunate possibility is that some devices that don't support geometry-shaders (like the original Quest, not sure about Quest2) and will render black in one eye, so it's possible that's the issue..

**#5 - 01/03/2021 12:19 AM - vlbastos**

- File *Screenshot\_2021-01-02-20-45-32-055\_org.dolphinemu.dolphinemu.jpg* added
- File *GMSE01\_2021-01-02\_20-40-10.png* added
- File *GFX.ini* added
- File *Dolphin.ini* added

Qualcomm Snapdragon 865  
Adreno 650  
OpenGL ES 3.2 [V@0502.0](#)  
Android 11 RKQ1.200826.002  
MIUI Global 12.2.3.0 Stable  
Dolphin 5.0-13416

All hacks disabled. All enhancements disabled (except stereoscopy). Stereoscopy isn't supported in Vulkan backend.

Dolphin.ini (relevant):

```
~~~ text
[Analytics]
ID = ef73de67203f1954f193d08bc0d56e5a
Enabled = True
PermissionAsked = True
[Core]
FastDiscSpeed = True
EnableCheats = True
SIDevice0 = 6
SIDevice1 = 0
SIDevice2 = 0
SIDevice3 = 0
EnableSaveStates = True
SlotB = 8
EmulationSpeed = 1.00000000
CPUThread = False
```

Overclock = 1.00000000

~~~

GFX.ini:

~~~ text

[Enhancements]

DisableCopyFilter = False

ForceTrueColor = False

ArbitraryMipmapDetection = False

[Settings]

AspectRatio = 2

ShaderCompilationMode = 0

ShowFPS = True

WaitForShadersBeforeStarting = False

wideScreenHack = False

EnableGPUTextureDecoding = False

SafeTextureCacheColorSamples = 0

FastDepthCalc = False

HiresTextures = True

CacheHiresTextures = False

[Hacks]

EFBAccessEnable = True

ImmediateXFBEEnable = False

DeferEFBCopies = False

EFBEmulateFormatChanges = True

EFBScaledCopy = False

EFBToTextureEnable = False

SkipDuplicateXFBS = False

XFBSToTextureEnable = False

[Stereoscopy]

StereoConvergencePercentage = 100

StereoDepth = 70

StereoMode = 0

~~~

**#6 - 01/03/2021 12:30 AM - vibastos**

- File Vulkan backend.jpg added

- File OpenGL backend.jpg added

Edit: previous screenshots and descriptions weren't quite informative enough. Dolphin's internal screenshot doesn't show the problem.

## Files

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anaglyphoff.png	1.27 MB	06/12/2020	Spiderbomb
anaglyphon.png	1.28 MB	06/12/2020	Spiderbomb
Sidebyside.png	753 KB	06/12/2020	Spiderbomb
Dolphin.ini	5.7 KB	01/03/2021	vlbustos
GFX.ini	696 Bytes	01/03/2021	vlbustos
GMSE01_2021-01-02_20-40-10.png	960 KB	01/03/2021	vlbustos
Screenshot_2021-01-02-20-45-32-055_org.dolphinemu.dolphinemu.jpg	729 KB	01/03/2021	vlbustos
OpenGL_backend.jpg	353 KB	01/03/2021	vlbustos
Vulkan_backend.jpg	729 KB	01/03/2021	vlbustos