

Emulator - Emulator Issues #12196

My Spanish Coach: Improve Your Spanish (text issue)

07/20/2020 09:57 AM - nf6429

Status: Fixed	% 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: 5.0-12348

Description

Game Name?

[My Spanish Coach]

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

[RESP41 (0001000052455350)]

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

[68f10a54a767d44e1957c634f09c1da1]

What's the problem? Describe what went wrong.

[Unless you manually set texture cache to safe, the text in the tutorials will lag behind extremely]

What steps will reproduce the problem?

[Start game, create profile, start first minigame, look at text during tutorial]

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

[5.0-12320]

Is the issue present in the latest stable version?

[Yes]

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.)

[First broken version number here (if applicable)]

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>

[Attach any fifologs if possible, write a description of fifologs and screenshots here to assist people unfamiliar with the game.]

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

[E1-7010, AMD Radeon R2 Graphics, Windows]

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

[Photo is attached, though it is hard to see in a photo, since you can't exactly show lag in a photo. This issue makes sense with texture cache, so this is only a request to make safe texture cache default]

History

#1 - 07/20/2020 10:16 AM - nf6429

Also, happens on all backends. In terms of lag, text can be stuck flickering in place for 1-2 seconds

#2 - 07/20/2020 06:54 PM - nf6429

Adding to this, test My French Coach, since the games are so similar, has same texture cache issue.

#3 - 07/25/2020 09:57 AM - JosJuice

- Fixed in set to 5.0-12348

- Status changed from New to Fixed

<https://dolphin-emu.org/download/dev/b5d97561be708950e5171b5e842ab17e75b925a3/>

Files

yeahm.png	490 KB	07/20/2020	nf6429
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