

Emulator - Emulator Issues #12200

Bottom right screen flickers in 4 player Sonic Riders Zero Gravity

07/24/2020 10:59 PM - SuperDavid

Status: Accepted	% Done: 0%
Priority: Normal	
Assignee:	
Category:	
Target version:	
Operating system: N/A	Relates to performance: No
Issue type: Bug	Easy: No
Milestone: Current	Relates to maintainability: No
Regression: Yes	Regression start: 5.0-5366
Relates to usability: No	Fixed in:

Description

Game Name?

Sonic Riders Zero Gravity

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

RS9E8P

What's the problem? Describe what went wrong.

In a four player game, the bottom right screen will flicker black constantly.

What steps will reproduce the problem?

Start a 4 player free race and pick a stage. The first stage will work, but I believe they all do this. It should show up as soon as all 4 screens appear.

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

It is present in 5.0-12346

Is the issue present in the latest stable version?

Not in 5.0.

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.)

This first broke in 5.0-5366. It works in 5.0-5362.

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>

<https://i.imgur.com/Au9stkK.png>

Image of four player screen with store EFB copies to texture only turned on in the left image and off on the right one.

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

In version 5.0-3366, if you uncheck "store EFB copies to texture only", the bottom right screen looks mostly correct. On 5.0-12346, doing this makes the third player screen flicker on the fourth player screen, rather than just flickering black.

History

#1 - 07/25/2020 09:57 AM - JosJuice

- Regression start set to 5.0-5366
- Regression changed from No to Yes
- Milestone set to Current

#2 - 09/11/2020 09:57 AM - JMC4789

I have a hunch that maybe this is some kind of weird texture memory issue and is somewhat unrelated to the actual regression start based on some of the behavior I observed.

For my sanity in the future, direct link to the bisect build -> <https://dolphin-emu.org/download/dev/425a8cb378fca29fcdc8ef52673763a5492fa43b/>

#3 - 09/11/2020 02:56 PM - JMC4789

- Status changed from New to Accepted

I am correct.

Phire's tmem branch fixes the issue in EFB2RAM (and is known to not be 100% done for EFB2Tex)