

## Emulator - Emulator Issues #12230

### Paper Mario 64 Dumping Garbage and Corrupted Textures

08/28/2020 07:49 PM - phlogshot@gmail.com

<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>	N/A	<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**

**Game Name?**

Paper Mario 64 (Virtual Console)

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

NAEE01

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

2aad94a7fa5f05c7544ddc0dd269c366

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

Tons of garbage textures will be dumped while playing the game. This is especially noticeable in Shooting Star Summit. Also, some dumped textures will be corrupted.

**What steps will reproduce the problem?**

1. Enable Dump Base Textures in the Advanced settings.
2. Play 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, 5.0-12481

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

Nvidia GeForce GTX 1070  
Ryzen 7 3700x  
Windows 10 Home 64-bit

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

Screenshots are attached below.

#### History

#1 - 08/28/2020 07:51 PM - phlogshot@gmail.com

- File tex1\_64x32\_f2aab3326e89a4d4\_f4461a675ac7f9a6\_8.png added

Corrupted texture of the Bub-ulb was not added to the issue by mistake.

**#2 - 09/12/2020 07:16 AM - JMC4789**

So, this is the second issue I've seen where dumping textures comes out with weird stuff.

My question is: are the correct textures in there too?

**#3 - 09/12/2020 05:32 PM - phlogshot@gmail.com**

- File *Untitled.png* added

Most of the textures in Paper Mario 64 do dump correctly in Dolphin. However, some dumped textures tend to be corrupted compared to Project 64. For instance, Project 64 has no problems dumping the Fright Mask while Dolphin dumps way more textures of the Fright Mask than necessary and has every image of it corrupted.

**#4 - 09/13/2020 12:34 AM - JMC4789**

It is possible, because we're emulating an emulator, that there's little we can do about it as well. We don't know how it's managing texture memory at all, especially if it involves any kind of texture effects.

We'd need a GPU emulation expert to make a determination to be sure.

**Files**

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Annotation 2020-08-28 142008.png	238 KB	08/28/2020	phlogshot@gmail.com
tex1_64x32_eae80ee325fea487_bee751846561416d_9.png	3.86 KB	08/28/2020	phlogshot@gmail.com
tex1_64x32_b2e45d961855c213_881c81278c929178_9.png	3.04 KB	08/28/2020	phlogshot@gmail.com
tex1_48x80_95dca37f4f6988d4_f4461a675ac7f9a6_8.png	1.43 KB	08/28/2020	phlogshot@gmail.com
tex1_48x80_95dca37f4f6988d4_f4461a675ac7f9a6_8.png	1.43 KB	08/28/2020	phlogshot@gmail.com
tex1_128x64_b0e13260e980e8c0_7620c1b6780f0909_8.png	2.78 KB	08/28/2020	phlogshot@gmail.com
Annotation 2020-08-28 143343.png	856 KB	08/28/2020	phlogshot@gmail.com
tex1_64x32_f2aab3326e89a4d4_f4461a675ac7f9a6_8.png	862 Bytes	08/28/2020	phlogshot@gmail.com
Untitled.png	392 KB	09/12/2020	phlogshot@gmail.com