

Emulator - Emulator Issues #12247

Kirby Air Ride on Android: Black Textures

09/07/2020 03:35 PM - Wumbo

Status:	Duplicate	% Done:	0%
Priority:	Normal		
Assignee:	Stenzek		
Category:			
Target version:			
Operating system:	N/A	Relates to performance:	No
Issue type:	Bug	Easy:	No
Milestone:		Relates to maintainability:	No
Regression:	Yes	Regression start:	5.0-10758
Relates to usability:	No	Fixed in:	

Description

Kirby Air Ride

Game ID: GYKEO1

MD5 Hash:

bd936616ba7f998d8d0a1eb3f553b634

What's the problem?

On the android version of Dolphin.

When running the game and trying to play either air ride or city trial mode the textures fail to load. This makes most of the screen black with empty textures.

What steps will reproduce the problem?

[Reproduction steps here]

My device: Galaxy Note 9: Snapdragon 845.

Upon upgrading from Dolphin (Android)
version 5.0-10756

to

Version 5.0-10758

The textures no longer properly load. Launching the game and playing either Air ride or City trial mode reproduces the effect.

[Version number here]

Last working version: 5.0-10756

First non-working version: 5.0-10758

Is the issue present in the latest stable version?

Yes

[Yes/No and version number here]

Yes, still NOT working on current stable

Version 5.0-12247

[First broken version number here (if applicable)]

5.0-10758

**If your issue is a graphical issue, please attach screenshots and record a three frame gif of the issue if possible.
See attachment(s)

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

[Android specs here]

Galaxy Note 9: Snapdragon 845, Android 10 OS

Potentially similar to known issue on Mac and pc's (Windows) found here:

<https://bugs.dolphin-emu.org/issues/11817>

Related issues:

Related to Emulator - Emulator Issues #11817: Kirby Air Ride unplayable with ...	Duplicate
Is duplicate of Emulator - Emulator Issues #11843: Devices without LogicOps s...	Accepted

History

#1 - 09/07/2020 03:38 PM - JosJuice

- Related to Emulator Issues #11817: Kirby Air Ride unplayable with Vulkan on macOS added

#2 - 09/07/2020 03:39 PM - JosJuice

- Regression start set to 5.0-10758
- Regression changed from No to Yes
- Assignee set to Stenzek

#3 - 09/07/2020 04:39 PM - Pikachu025

That's <https://dolphin-emu.org/download/dev/7de6b57c13235a56dda024ae46f76e88170522f/> / <https://github.com/dolphin-emu/dolphin/pull/8284>

This falls under the category of 'bad drivers', really...

#4 - 09/07/2020 05:21 PM - JosJuice

Drivers that support logic ops would indeed fix it, but what's interesting is that it was broken by the change that intended to make things better for drivers that don't.

#5 - 09/07/2020 08:11 PM - Wumbo

I downloaded the source code today 9/7/2020 (I believe version 5.0-12546) and commented out the changes that were added in 5.0-10758.

After building and running the modified apk the issue was fixed but, I don't know if that is a good solution. It's my first time looking at the code and I am unaware how important the void BlendingState::ApproximateLogicOpWithBlending() function is! Thanks for the awesome work guys!

#6 - 09/13/2020 12:56 AM - JMC4789

- Status changed from New to Duplicate

#7 - 09/13/2020 12:57 AM - JMC4789

- Is duplicate of Emulator Issues #11843: Devices without LogicOps support render environment textures in Air Ride and City Trial as black added

Files

GKYE01_2020-06-18_13-02-09.png	472 KB	09/07/2020	Wumbo
GKYE01_2020-06-18_13-02-09.png	472 KB	09/07/2020	Wumbo