

Emulator - Emulator Issues #12254

Widescreen Heuristic Mega-Issue

09/12/2020 07:05 AM - JMC4789

Status: Accepted	% Done: 0%
Priority: Normal	
Assignee: Billiard26	
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:
Description	
Game Name?	
Metal Arms: Glitch in the System Resident Evil Wario World Yugioh Falsebound Kingdom Need for Speed Most Wanted Metroid Prime 2	
Likely Others to be added.	
What's the problem? Describe what went wrong.	
While playing these games, either they will get stuck in the wrong aspect ratio when using "auto" or they will jump between aspect ratios erratically.	
What steps will reproduce the problem?	
I will link the individual issues, but most of them will happen right away while a few others are specific to various actions. For instance, Metroid Prime 2's issues only occur when certain effects are on screen, like dust from a enemy coming out of the ground.	
Is the issue present in the latest development version? For future reference, please also write down the version number of the latest development version.	
The issue is present in 5.0-12581	
Is the issue present in the latest stable version?	
Some are, some aren't as the heuristic has changed many times since 5.0.	
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	
We'll probably be moving/attaching fifologs/screenshots as games are added to this issue.	
Related issues:	
Has duplicate Emulator - Emulator Issues #12237: Resident Evil (NTSC-U) stret...	Duplicate
Has duplicate Emulator - Emulator Issues #12202: PR #8584 widescreen heuristi...	Duplicate
Has duplicate Emulator - Emulator Issues #12057: Metroid Prime Changes screen...	Duplicate
Has duplicate Emulator - Emulator Issues #12090: Metal Arms: Glitch in the S...	Duplicate

Has duplicate Emulator - Emulator Issues #9842: Dolphin doesn't autodetect th...
Has duplicate Emulator - Emulator Issues #12432: Doshin the Giant - aspect ra...

Duplicate
Duplicate

History

#1 - 09/12/2020 07:06 AM - JMC4789

- Has duplicate Emulator Issues #12237: Resident Evil (NTSC-U) stretches image to wide screen in Auto mode. added

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

- Has duplicate Emulator Issues #12202: PR #8584 widescreen heuristic issues added

#3 - 09/12/2020 07:07 AM - JMC4789

- Has duplicate Emulator Issues #12057: Metroid Prime Changes screen mode when Wave Beam hits a wall added

#4 - 09/12/2020 07:08 AM - JMC4789

- Has duplicate Emulator Issues #12090: Metal Arms: Glitch in the System Widescreen Hack Not Applying added

#5 - 09/12/2020 07:10 AM - JMC4789

- Has duplicate Emulator Issues #9842: Dolphin doesn't autodetect the 16:9 aspect ratio in NFS: Most Wanted (USA) added

#6 - 09/12/2020 07:12 AM - JMC4789

- Assignee set to *Billiard26*
- Status changed from *New* to *Accepted*

We may need to set per-game "bounds" according to some notes on other issues due to the F-Zero GX/Metal Arms conundrum.

#7 - 09/12/2020 10:32 AM - JosJuice

- File *Pokémon XD first room 10 frames.7z* added

You can get Dolphin to incorrectly think Pokémon XD is 16:9 by moving around in the first overworld room. I've attached a FIFO log which contains both a segment detected as 16:9 and a segment detected as 4:3. Tested in 5.0-12579.

#8 - 09/12/2020 11:30 AM - ryanebola16

Copying this here in case it's related. Originally posted in [#7143](#):

Super Monkey Ball (GMBE8P) Advanced Stage 10 seems to randomly stretch the screen then quickly return it to the proper size (widescreen mode detection issue?) on 5.0-12369. Dual core only, single core does not have this problem. Let me know if I should file a separate issue for this.

#9 - 09/12/2020 11:32 AM - JMC4789

That one should either be part of this issue or the dualcore issue. Putting it here is fine.

#10 - 09/12/2020 03:10 PM - Billiard26

Copying my comment from [#12090](#):

I believe the widescreen heuristic is not fixable without adding per-game settings.

Metal Arms NON-widescreen aspect ratio is 1.25.
F-Zero's widescreen aspect ratio is 1.244.

Certain games have an unusual idea of what "widescreen" is so we can't fix them all with one magic number.

#11 - 09/15/2020 04:20 PM - teconmoon

Just wanted to drop a quick line that Mario Party 4 is affected by this bug.

#12 - 10/01/2020 07:23 PM - danileon95

Metal Gear Solid: Twin Snakes is affected, it's always detected as 4:3 even when using the 16:9 Gecko code. The code works fine, but you have to force 16:9 in the graphics option, Dolphin autodetects it as 4:3.

#13 - 02/25/2021 08:06 AM - JosJuice

- Has duplicate Emulator Issues #12432: Doshin the Giant - aspect ratio issues added

Files

Pokémon XD first room 10 frames.7z	1.08 MB	09/12/2020	JosJuice
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