Emulator - Emulator Issues #12271

DOND: SE Blending Issue with Alpha

09/21/2020 12:58 AM - ZephyrSurfer

Status:	New	**% 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:**	

Description

Game Name?

Deal or No Deal: Special Edition

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

SNDE20

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

65c75d4c1d518bfb2b0173385da8f261

What's the problem? Describe what went wrong.

Characters are not being displayed correctly. They are mostly transparent.

What steps will reproduce the problem?

Simply play the game. The characters don't work correctly.

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, latest at this time is 5.0-12665

Is the issue present in the latest stable version?

Yes, Dolphin 5.0 stable has the issue.

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.)

I have tracked the issue down to blending.
This was working correctly in D3D9 for some time but no other backends got it to work.

(D3D9) The version that broke the display of characters is 3.5-1099 ->
https://dolphin-emu.org/download/dev/40d919b352a553913f2c1e93e9fa39f2b968b04b/

(D3D9) The last working version is 3.5-1098 ->
https://dolphin-emu.org/download/dev/fb283490561e9ae8659ecc1af66f1c0ab361417f/

(D3D9) The initial version that displays correctly is r-5778 ->
https://github.com/dolphin-emu/dolphin/commit/3435c0f64791022cff210fe40e39de8e7a6a598c

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

First Screenshot(working) is how it should look (Taken using D3D9 on 3.5-1098)
Second Screenshot(broken) is how it looks after that commit(Taken using D3D9 on 3.5-1099)
Third Screenshot(broken) is how it looks on the latest versions(Taken using OpenGL on 5.0-12247)

The fifolog attached is just a short moment after playing the game and selecting career.

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

i7-8750H
GTX 1060
Windows 10
8GB DDR4

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

Ask for more fifologs or screenshots if required. It's a blending issue with alpha.

History

#1 - 01/08/2021 11:31 PM - ZephyrSurfer

This works in Software Renderer.

Files

Screenshot-1_Career_3.5_1098.png	216 KB	09/21/2020	ZephyrSurfer
Screenshot-2_Career_3.5_1099.png	192 KB	09/21/2020	ZephyrSurfer
Screenshot-3_Career_5.0_12247.png	206 KB	09/21/2020	ZephyrSurfer
DOND_SE_Blend_Issue_Career.zip	1010 KB	09/21/2020	ZephyrSurfer