

Emulator - Emulator Issues #12286

Ed, Edd n Eddy screenshots have black bar at bottom of screen on OpenGL

09/30/2020 07:16 AM - Techjar

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?

Ed, Edd n Eddy: The Mis-Edventures

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

GE9E5D

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

31256eb96d1caa1f28e7e4579b4f4ce9

What's the problem? Describe what went wrong.

When taking screenshots within dolphin, a black bar appears at the bottom of the screen, similar to what some games used to have prior to hybrid XFB. Upon closer observation, it actually appears like the whole image is shifted up out of the frame by some arbitrary number of pixels. It does not appear on Vulkan. Cannot test D3D as I'm on Linux.

What steps will reproduce the problem?

1. Select OpenGL
2. Run game and get to a level
3. Take screenshot

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, 5.0-12713

Is the issue present in the latest stable version?

Unknown, probably irrelevant as so much video backend stuff has changed

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.)

Don't know if it ever worked properly so I have no bisect range.

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>

Unsure if I fifolog would help here. If you really want it, just ask.

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

i7-7700k
GTX 1060
Arch Linux

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

Settings are default except dual core is disabled.

History

#1 - 09/30/2020 12:47 PM - Miksel12

The same happens on Windows 10, D3D12 shows the correct/same behaviour as Vulkan.

Files

OpenGL.png	2.32 MB	09/30/2020	Techjar
Vulkan.png	2.35 MB	09/30/2020	Techjar