

Emulator - Emulator Issues #12291

Super Mario Strikers/Mario Smash Football GameINI settings

10/02/2020 07:57 PM - Korados

Status: Questionable	% 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?	
Super Mario Strikers Mario Smash Football	
Game ID? (right click the game in the game list, Properties, Info tab)	
G4Q G4QE01, G4QP01, G4QJ01	
What's the problem? Describe what went wrong.	
Like described on the wiki, Super Mario Strikers/Mario Smash Football has a problem rendering the loading screen correctly when XFB Copies to Texture is enabled. On the newest revisions, the screen turns pink for the duration of the loading time, similar to the victory screen in Super Smash Bros. Brawl. Disabling it renders the screen correctly and didn't cause other errors or slowdowns. Please add a G4Q.ini with the following lines:	
[Video_Hacks] XFBToTextureEnable = False	
Is the issue present in the latest development version? For future reference, please also write down the version number of the latest development version.	
Tested on 5.0-12720	
What are your PC specifications? (CPU, GPU, Operating System, more)	
XMG Pro 17 Windows 10 x64 2004 (Build 20226.1000) Intel Core i7-9750H @ 2.60 GHz (4.50 GHz Turbo Boost) Nvidia GeForce RTX 2070 @ 8GB 32 GB RAM DDR4	

History

#1 - 10/02/2020 08:02 PM - JosJuice

- Status changed from New to Questionable

Are you sure it doesn't cause any slowdown? Not even when running at an uncapped framerate? The reason why we normally don't force XFBToTextureEnable = False for minor problems like this is precisely because of the performance impact.

#2 - 10/07/2020 08:56 PM - Korados

I'm sorry, I only saw this now. I tested around a bit and at normal play, I only have a slight slowdown when using OpenGL and Vulkan. On D3D11 and 12 everything is fine. The same applies to uncapped framerate. Maybe worse hardware has more problems.

Files

G4QP01_2020-10-02_21-48-21.png	11.9 KB	10/02/2020	Korados
--------------------------------	---------	------------	---------