

Emulator - Emulator Issues #12298

Wallace & Gromit in Project Zoo, graphical glitch when cutscene starts

10/16/2020 08:40 PM - Ouroboros650

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

Sorry if I couldn't provide enough info or otherwise, this is the first time I've ever done something like this.

Game Name?

Wallace & Gromit in Project Zoo

Game ID?

GWLE6L

MD5 Hash?

3cf7f689e268ae505f36545bf1dd5e14

What's the problem? Describe what went wrong.

When the cut-scene for the third captive elephant starts it cuts to black after a couple seconds while the audio still works perfectly. After the cut-scene finishes you regain control of your character, but the screen is still blacked out, occasionally the screen cuts back in but will typically cut back out at some point.

What steps will reproduce the problem?

At the end of the temple where a hole leading to the room with the elephant is, shoot the target to raise the platform to expose the hole, a cut-scene will play where Wallace climbs into the hole and when it ends you jump in, then the next cut-scene plays for a couple seconds, fades to black and when the cut-scene ends you regain control of Gromit while the screen stays black and the audio works fine.

Is the issue present in the latest stable version?

5.0-12716

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>

GWLE6L_2020-10-16_14-23-52.png

GWLE6L_2020-10-16_14-24-10_1.png

What are your PC specifications?

Intel Core i3-2120 2.30GHz, Gigabyte GV-R6950C - 1GD, Windows 10 Pro x64, 4GB Kingston RAM, 500GB Hard Drive

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

History

#1 - 10/16/2020 09:21 PM - JMC4789

This game tends to have a lot of problems in Dolphin.

I'll check out the GCI in a bit and see if I can figure out what it's doing.

#2 - 12/10/2020 06:20 PM - Miksel12

Maybe this is unrelated or irrelevant but I was wondering if the changes to the fifo (<https://github.com/dolphin-emu/dolphin/pull/8090> and <https://github.com/dolphin-emu/dolphin/pull/8039>) make the patch for this game unnecessary. Not using the patch might fix other problems like this.

#3 - 12/10/2020 06:23 PM - JMC4789

Last time I played this game, I didn't need to use the patches.

#4 - 12/10/2020 06:36 PM - Miksel12

Oh okay, then OP probably didn't use them either. In that case, they should probably be removed.

Files

GWLE6L_2020-10-16_14-23-52.png	323 KB	10/16/2020	Ouroboros650
GWLE6L_2020-10-16_14-24-10_1.png	155 KB	10/16/2020	Ouroboros650
6L-GWLE-__5c__ZOOSAVE.DAT.gci	32.1 KB	10/16/2020	Ouroboros650
Debugger.ini	0 Bytes	10/16/2020	Ouroboros650
Dolphin.ini	4.32 KB	10/16/2020	Ouroboros650