

Emulator - Emulator Issues #12388

JitArm64: Sonic Colors breaks when moving along walls in Spike form

01/20/2021 07:34 AM - JosJuice

Status: Fix pending	% Done: 0%
Priority: Normal	
Assignee: JosJuice	
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?	
Sonic Colours	
Game ID? (right click the game in the game list, Properties, Info tab)	
SNCP8P	
MD5 Hash? (right click the game in the game list, Properties, Verify tab, Verify Integrity button)	
977ACAB35B84CE8B0E3420574A8ACDE5	
What's the problem? Describe what went wrong.	
Occasionally when moving along walls (moving around corners?) in Spike form, the 3D portions of the screen will become black and gameplay will stop functioning but music keeps playing. Presumably Sonic's position is becoming invalid.	
What steps will reproduce the problem?	
This video (not made by me) shows a way to reproduce the problem in Planet Wisp Act 1: https://streamable.com/rcgifn	
If you are downloading a 100% completed save file to try this out, make sure to disable Super Sonic in the settings before entering the level. (The settings can be accessed from the bottom-left part of the map screen.)	
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, 5.0-13493.	
Is the issue present in the latest stable version?	
Not tested, but the issue has been around for a while.	
What are your PC specifications? (CPU, GPU, Operating System, more)	
Snapdragon 855, Android 10	
Related issues:	
Related to Emulator - Emulator Issues #3471: Black screen issues on Sonic Col...	Fixed

History

#1 - 01/20/2021 07:35 AM - JosJuice

- Assignee set to JosJuice
- Status changed from New to Work started

I'm submitting this only to better document the issue – I'm already working on a fix. The problem is that denormals are not being flushed to zero despite fpcr.NI being set. Just like with [issue 11530](#), FALLBACK_IF(!upper && singles && d != c) in ps_sumX avoids the issue.

#2 - 01/20/2021 07:44 AM - JosJuice

- Related to Emulator Issues #3471: Black screen issues on Sonic Colours added

#3 - 01/20/2021 03:20 PM - JosJuice

- Status changed from Work started to Fix pending

<https://github.com/dolphin-emu/dolphin/pull/9458>