

## Emulator - Emulator Issues #12435

### Fire Emblem - Path of Radiance Shadows Issue

02/26/2021 04:45 PM - VladimirVSC

<b>Status:</b> Accepted	<b>% Done:</b> 0%
<b>Priority:</b> High	
<b>Assignee:</b> pokechu22	
<b>Category:</b>	
<b>Target version:</b>	
<b>Operating system:</b> N/A	<b>Relates to performance:</b> No
<b>Issue type:</b> Bug	<b>Easy:</b> No
<b>Milestone:</b> Current	<b>Relates to maintainability:</b> No
<b>Regression:</b> Yes	<b>Regression start:</b> 5.0-13081
<b>Relates to usability:</b> No	<b>Fixed in:</b>

**Description**

**Game Name?**

Fire Emblem - Path of Radiance

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

GFEE01

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

[Put MD5 Hash here]

**What's the problem? Describe what went wrong.**

The shadows of characters are missing during encounters. The

**What steps will reproduce the problem?**

Starting any battle by entering the encounter 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.**

Works good in Dolphin 5.0 - 12716 (beta version). The latest beta has the issue.

**Is the issue present in the latest stable version?**

Works good in Dolphin 5.0

**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.)

[First broken version number here (if applicable)]

**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>**

[Attach any fifologs if possible, write a description of fifologs and screenshots here to assist people unfamiliar with the game.]

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

Intel Core i5-4430 (3Ghz), 8Gb RAM, GeForce GTX760 (2 Gb), Windows 7

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

[Anything else here]

**Related issues:**

Related to Emulator - Emulator Issues #12366: Super Monkey Ball Planar Reflec...

**New**

**History**

**#1 - 02/26/2021 04:48 PM - JosJuice**

- Regression changed from No to Yes

Please bisect down to the development build where the issue started, if possible.

**#2 - 02/26/2021 04:48 PM - VladimirVSC**

The bug is true for all of graphical renderers.

**#3 - 02/26/2021 05:26 PM - VladimirVSC**

Well, the culprit seems to be 13081.

**#4 - 02/26/2021 05:31 PM - JosJuice**

- Regression start set to 5.0-13081

- Milestone set to Current

**#5 - 02/26/2021 05:31 PM - JosJuice**

- Related to Emulator Issues #12366: Super Monkey Ball Planar Reflection not working in Stage 103 (Beginner extra 3) added

**#6 - 02/26/2021 07:22 PM - JMC4789**

I cannot reproduce the issue.

**#7 - 02/26/2021 07:32 PM - JMC4789**

My bad, the history on my build was messed up. Reproduced on a downloaded latest beta.

**#8 - 04/27/2021 12:58 AM - JMC4789**

- Priority changed from Normal to High

- Assignee set to pokechu22

- Status changed from New to Accepted

Is a blocker for a release. We have a hack if needed.

**Files**

Beta 12716 (as it should be).png	875 KB	02/26/2021	VladimirVSC
The latest beta (without shadows).png	875 KB	02/26/2021	VladimirVSC
GFX.ini	496 Bytes	02/26/2021	VladimirVSC
Dolphin.ini	3.25 KB	02/26/2021	VladimirVSC