

Emulator - Emulator Issues #12436

Black screen in Gormiti: The Lords of Nature

02/28/2021 10:14 PM - Miksel12

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?

Gormiti: The Lords of Nature

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

SGLEA4

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

90E275FFB44C7FEA03AA00AD37D953A2

What's the problem? Describe what went wrong.

The game renders a black screen. Only the first splash screens are displayed but after that everything is black. Not fixed in software renderer, RenderDoc does show something and I was able to get ingame with RenderDoc but still everything was black.

What steps will reproduce the problem?

Start the game.

Is the issue present in the latest development version? For future reference, please also write down the version number of the latest development version.

5.0-13698

Is the issue present in the latest stable version?

Didn't seem to want to start, probably an issue on my side

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>

Fifolog and RenderDoc capture attached, capture shows that there is something being drawn.

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

W10, R5 3600, GTX 1060

History

#1 - 02/28/2021 10:15 PM - Miksel12

Video of issue: https://www.youtube.com/watch?v=Cs9Mxi729Vc&feature=emb_title

Files

Gormiti.dff	2.34 MB	02/28/2021	Miksel12
Gormiti_renderdoc.rdc	2.32 MB	02/28/2021	Miksel12