

Emulator - Emulator Issues #12439

Problems with each backend

03/03/2021 01:54 AM - Peebs

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?	
Any game, but the one I'm mainly trying to access is Super Monkey Ball 2	
Game ID? (right click the game in the game list, Properties, Info tab)	
Any again, but GM2E8P is Super Monkey Ball 2	
MD5 Hash? (right click the game in the game list, Properties, Verify tab, Verify Integrity button)	
For Super Monkey Ball 2: 29dd871cf4a00b2455c9d03e9328e7bd	
What's the problem? Describe what went wrong.	
As late as February 14, I was capable of playing video games such as Mario Party 4 (and, yes, including Super Monkey Ball 2). I did this on Vulkan. However, since then, I have been unable to play games due to, presumably, a fault with either my computer or the emulator (well, duh. What else could it be?) Vulkan provides a white screen, while Direct 3D 11 with Microsoft Basic Render Driver	
What steps will reproduce the problem?	
<ol style="list-style-type: none">1. Choose Vulkan as the backend2. Select Super Monkey Ball 23. Notice the white screen4. Close the emulation5. Choose Direct3D11 as the backend, with the Microsoft Basic Render Driver6. Select Super Monkey Ball 27. Notice the low framerate (and, in the case of Super Monkey Ball 2, it doesn't appear to get past the title screen)8. Close the emulation9. Choose any other backend10. Select Super Monkey Ball 211. Notice the automatic closure of the emulation	
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, it's in versions 5.0-13178 (which I had used to play Mario Party 4), 5.0-13710, and 5.0-13712; all in Windows.	
Is the issue present in the latest stable version?	
Definitely not the Vulkan bit in in 5.0. Direct3D 12 with MBRD has similar issues to D3D11 in current Dolphin, and D3D11 is a little faster in 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.)

I don't know, and the linked post says the tool is broken.

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>

The Vulkan problem is pictured in one of the files.

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

The PC specifications are pictured in one of the files as well.

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

Not that I know of.

History

#1 - 03/03/2021 02:33 AM - Peebs

Fixed the issue myself. Turns out to skip drawings left a white screen. Either that, or resetting my computer worked. Probably a combination of the two.

Files

Screenshot 2021-03-02 201534.png	9.14 KB	03/03/2021	Peebs
Screenshot 2021-03-02 204513.png	9.48 KB	03/03/2021	Peebs