

Emulator - Emulator Issues #12462

a couple of graphical errors in ben 10 ultimate alien cosmic destruction

03/29/2021 03:27 AM - Alex_uwuwu

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?

[Ben 10 Ultimate Alien Cosmic Destruction]

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

[SBJEG9 (0001000053424a45)]

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

[46c64f551c9aacf6d30e4ce279d4c17e]

What's the problem? Describe what went wrong.

[In a certain part of the game, a car is not rendered, in addition to the fact that the people on the screen blink, and shortly after, when taking control of the character, it blinks when moving
This does not happen in a real wii]

What steps will reproduce the problem?

[You just need to play normally, it's in mission 2]

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 is, I have tested with version 5.0-13603 and 5.0-13936]

Is the issue present in the latest stable version?

[Yes]

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>

[The files named "car" are several examples of how the car does not render (it is not necessary to view all of them)
The one that say "girl" show how a character blinks
The one that says "character" shows how the character blinks.]

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

[Laptop Acer Aspire 3 A315-51-32L5
Intel Core i3-7020U 2.3 GHz
4GB of RAM]

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

[I have changed the renderer, and various other settings (double core, the way shaders are compiled, and almost all possible settings and some combinations, and it always happens)]

Related issues:

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

New

History

#1 - 04/25/2021 04:11 PM - ZephyrSurfer

Bisected to 5.0-13081

This is just another instance of the issues since the Super Mario Sunshine debug cubes fix.

#2 - 04/25/2021 04:33 PM - JosJuice

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

Files

Car 1.zip	2.17 MB	03/29/2021	Alex_uwuwu
Car 2.zip	2.8 MB	03/29/2021	Alex_uwuwu
Girl.zip	4.08 MB	03/29/2021	Alex_uwuwu
Sin título.png	1020 KB	03/29/2021	Alex_uwuwu
Character.7z	3.55 MB	03/29/2021	Alex_uwuwu