# Emulator - Emulator Issues #12593

A Boy and His Blob - Game doesn't run at full speed on latest, regression from previous builds

07/23/2021 09:18 PM - retroNUC

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<thead>
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<th>Status:</th>
<th>Duplicate</th>
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<td>Priority:</td>
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<td>Category:</td>
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<tr>
<td>Target version:</td>
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<tr>
<td>Operating system:</td>
<td>N/A</td>
<td>Relates to performance:</td>
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<td>Issue type:</td>
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<td>Easy:</td>
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<td>Milestone:</td>
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<td>Relates to maintainability:</td>
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<td>Regression:</td>
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<td>Regression start:</td>
<td>5.0-13553</td>
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<td>Relates to usability:</td>
<td>No</td>
<td>Fixed in:</td>
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### Description

**Game Name?**
A Boy and His Blob

**Game ID?**
SBLE5G

**MD5 Hash?**
b836e06ab7c01e2b8b61394e34bdb782

**What's the problem? Describe what went wrong.**
Failing to get 100% speed on the first main level of the game, even with a decent spec PC (Ryzen 5 3600, GTX 3080) and no enhancements enabled. Able to get full speed in smaller levels of the game, but only 67-68 FPS when unlocked. For a basic 2D game, it certainly seems like there's been a regression.

**What steps will reproduce the problem?**
Play the first minute of the game, entering the forest level.

**Is the issue present in the latest development version?**
For future reference, please also write down the version number of the latest development version.
Tested on 5.0.14731 (latest dev) with both Vulkan and DX12 backends.

**Is the issue present in the latest stable version?**
No - 5.0 (stable) runs at a full 100% speed in both OGL and DX12 backends, boosting to 150fps (250% speed) when uncapped.

**If the issue isn't present in the latest stable version, which is the first broken version?**
Will try to bisect in further comments

**What are your PC specifications?**
(CPU, GPU, Operating System, more)
- Ryzen 5 3600
- GTX 3080
- Windows 10 21H1

**Is there anything else that can help developers narrow down the issue?**
Video recording of issue - [https://www.youtube.com/watch?v=0jHM_l9zQDE](https://www.youtube.com/watch?v=0jHM_l9zQDE)

**Related issues:**
Is duplicate of Emulator - Emulator Issues #12477: Hard stutter in Arc Rise F...

### History

##### #1 - 07/23/2021 09:40 PM - retroNUC

Bisected down to 5.0-13553 as the broken build.

09/16/2021

#2 - 07/23/2021 09:44 PM - retroNUC
And from a quick search of the bug database, appears to be a known issue with this PR that affects other games, so feel free to add to the list:
https://bugs.dolphin-emu.org/issues/12477

#3 - 07/23/2021 09:51 PM - JosJuice
- Is duplicate of Emulator Issues #12477: Hard stutter in Arc Rise Fantasia, and possibly others added

#4 - 07/23/2021 09:51 PM - JosJuice
- Regression start set to 5.0-13553
- Relates to performance changed from No to Yes
- Regression changed from No to Yes
- Status changed from New to Duplicate