Mii loose they face attributes, eyes, nose, mouth. During game play

1. Start a Wii game that uses Miis like Wii Sport/Wii sports Resort/Wii Play/Wii Music.

2. Mii faces with correct eyes / mouth.

This attributes disappear as soon you go ahead in game.

A bug present since early release, but also in recent >r4900.
JIT/JITIL OGL/DX9 don't make any different.

Improved in r4532, but not completly fixed.
It seems the disappear is also affected by changing the size of the rendering window (ie: going full screen).
Probably related to that is also the disappearing of the overimpressed track in Wii Mario Kart, if you go full screen.

Related issues:
- Has duplicate Emulator - Emulator Issues #2660: OpenGL Fuzzy Textures
- Has duplicate Emulator - Emulator Issues #3188: Missing faces in Wii Sports R...
- Has duplicate Emulator - Emulator Issues #3272: Wii faces match tennis menu W...
- Has duplicate Emulator - Emulator Issues #3292: Wii party, problems in mii fa...
- Has duplicate Emulator - Emulator Issues #3316: Bad Miis faces on Wii Party (...)
- Has duplicate Emulator - Emulator Issues #3815: Mii face disappears
- Has duplicate Emulator - Emulator Issues #3952: Wii Sports - Mii don't have a...
- Has duplicate Emulator - Emulator Issues #4578: Dr. Mario Wiiware crashes inf...

History

#1 - 01/22/2010 05:17 PM - daws72
This issue was also reported in 1047, marked as fixed but is not.
BTW sorry for my poor english, I'm Italian. :p

#2 - 01/22/2010 06:19 PM - marcel.werner3
the face "contents" also disappear as soon as the facial expression is changed, it seems.
Mii Channel has this issue from the start, than start creation of new mii, than cancel, and mii faces will be fine

what do you mean? The faces will be fine "forever" then...in all games? Or just in that session in the Mii Channel?

Just in session in Mii channel of course.

This is due to a timing problem in the FIFO. I was able to get full faces correctly drawn by tweaking the FIFO timings.

uhm...and can you implement that into dolphin or do you want to keep that goodness for yourself?

+1 would be great to see the mii faces with their correct facial expressions. I hope that you can get a way to achieve this.

That was part of the FIFO thread change. I'll see if I can make it stable.

I knew that FIFO thread thingy had potential :O don't give up on it ;)

I've hit a roadblock on this one. I'll update this issue if I can overcome it. It won't be a for a while yet in either case.

issue 2660 has been merged into this issue.
One of today's commits seemingly has broken the Mii faces again! Ouch!
It appears to be related to the Dolphin core since Miis look the same in DX9 and DX11 plugin.
It'd be good to fix this before it's forgotten.

I can confirm this problem also in Wii Sports r6170.

issue 3188 has been merged into this issue.

issue 3272 has been merged into this issue.

issue 3292 has been merged into this issue.

In issue 3292 problem is a very little bit different, attributes eyes and so on doesn't disappear, they there aren't. Nothing is showed correctly...

However skidau you're incredible, I putted my issue some minutes ago and you already checked and moved it!:) Good work!

issue 3316 has been merged into this issue.

issue 3340 because it already has a time I posted, but it seems that was forgotten. It's about easy way to set the ID of 2 or more controllers, if they have other ideas, just post there or comment on existing ones.
I managed to get around this problem. When I did all my settings, I left the settings that are changed with the plugins, outcast, last to be scrambled, so when I start the emulator, they are disabled, but only to open the settings, they are activated and during the whole game no longer the problem of the disappearing faces, even with the changes of expressions, remained with his face all the time and with a good performance in texture mode.

Note: The plugin was used DX11 r7444. The plugin DX9 and OpenGL is not working in version r7444.

Huh? That sounds interesting, but I didn't really understand what you did there...could you try to explain it differently?

No, unfortunately I discovered that the plugin was defective, and with texture selected, he worked as RAM to run the first game after running the emulator. Now that this problem has been corrected, came back as before.

Sorry for the scare. Version r7461 x64.

Now is working fine in version “Dolphin texcache rewrite r7532 x64” I played Wii Sports enough time, all the arrangements and was just perfect, both in speed when no longer had this problem.

Note: Only worked well in plugin DX11.

Interesting! I'ma have to check it out.

Oooh, nice! This is the first time I can see Mii faces in the Coco Mall in Mario Kart :)
DX9 indeed still has some issues (at least if you play with your own Mii), it's also pretty slow.
But I'm surprised how fast DX11 has suddenly become :D

That demonstrate 3 things. First skidau is the best programmer of dolphin ;) 2 nohlan have has an excelent work, and 3 - Skidau - “This is due to a timing problem in the FIFO. I was able to get full faces correctly drawn by tweaking the FIFO timings.” Why alwaysssssss the FIFO is the guilty???? ehehehhehe
lol, good old FIFO, we shan't suspect you ever again ;)

Just FYI in latest text cache rewrite commits, when using only EFB copy to Virtual, MII face are broken, like they wearing a black mask.

but only in DX9, not in DX11, right?

Right.

Note: This method caused some defect in the Wii Party, for example, when some event happens that appear onscreen Miis to cheer or boo, they appear without a head. Some numbers are with filling in around them in square shape, instead of actually fill them.

"but only in DX9, not in DX11, right?"
Yes Marcel, only in DX9. DX11 looks fine.

In DX9 plugin works fine Wii Party, except for this "black mask" and is not as fast as DX11. The get a screenshot button or (F9) with DX9 plugin is not working well.

Note: In the Mii Channel has no "black mask".
The DX11 is still defective in Wii Party.

Version: r7544

Great job, now only the numbers are still defective. But since this is a issue on the faces of the Miis, in DX11 with this new method is apparently fixed.

Now we just need to fix the DX9, "Black Mask", and the OpenGL, which gives Lag when loading a new attribute of the faces of Miis, "Per-Pixel Lighting" and leaves the green screen and "blank", and acess the settings with the running game, the picture freezes.

version Dolphin texcache rewrite - r7558 x64

Apparently this problem has been fixed in D3D 9 and D3D 11, now you need to fix the OGL.

Note: D3D 9 no have more the "black mask" problem. Tested in Wii Party and Wii Sports...
This problem has been fixed in version r7719, with texcache-rewrite on all video plugins, but why these new compilations of the Dolphin the video plugins have been restored to the old texcache?

Just to verify this: Enabling EFB to RAM and setting texture cache accuracy to safest (leftmost setting) doesn't fix this issue on non-tcr (i.e. current) builds, right?

With texture cache accuracy to safest or fastest, no have difference for me, solves the problem of disappearing faces however is very slow, but the "texcache-rewrite" solved the problem with the same performance of EFB to texture with EFB Virtual on texcache-rewrite build.

Have any chance of the video plugin with texcache rewrite go back?

With this plugin, I play many games with Miis and all they, the Miis remain with their faces all the time and performance is of EFB to Texture of the current plugin, tested in OGL, D3D9 and D3D11.

I saw no reason for you to have them removed if they were working better, only with them I can play the Lost in Shadow(SDWE18), Wii Sports(RSPE01), Wii Sports Resorts(RZTE01), Wii Party(SUPE01), Mario Sports Mix(RMKE01), Spider-Man Shattered Dimensions(SPDE52), among other with a nice performance and few defects.

The Last version with this plug-ins is r7719.

It was removed because there were a lot of issues with it: see issue 4635

Ok, I have not tested those games then I have not seen these problems. Would as put as an option on today’s plugins as option EFB: to Texture, to RAM and Virtual?

issue 4578 has been merged into this issue.

If texcache-rewrite solve the problem someone can analize this branch what part of the code is fixing this issue???

If texcache-rewrite solve the problem someone can analize this branch what part of the code is fixing this issue???

- Status changed from Work started to Invalid
EFB to Ram apparently fixes this (at least that's what all comments seem to suggest, even though no one was really clear on this).

Closing invalid, no one cares about EFB to texture. In case anyone happens to care in the future, this probably can be fixed by separating the "decode" and "depalettize" steps of the texture decoder like texcache-rewrite did (which, in fact, is what we should've been doing all along instead of the crappy "hey, tlut changed - let's randomly change texID" hack).

#56 - 04/05/2012 01:48 PM - mwernerxy
Hm, if I remember correctly - but Skid would be the one to talk to about this - the Mii faces had a strange connection to not just graphics stuff but also the FIFO or at least something that is rather in the CPU department.

#57 - 04/06/2012 10:38 PM - MayImilae
I've seen the faces disappearing with EFB to Ram enabled. It was in Wii Sports Resort: in the bowling game, with EFB to Ram active, the faces will disappear after one lane of bowling. It's still there, it just takes longer to occur.

#58 - 02/27/2013 07:47 AM - MayImilae
For anyone keeping track, this was fixed by 3.5-429 (rd173d646de18), the fix for the F-Zero shadows. Mii faces work well in EFB to Texture during gameplay, but going in and out of fullscreen and toying with graphics settings can screw them up.

#59 - 02/27/2013 09:28 AM - mwernerxy
For real? This would be awesome!

#60 - 02/27/2013 10:37 AM - NeoBrainX
- Status changed from Invalid to Fixed

I should probably fix my own TODOs more often. :P

#61 - 02/27/2013 10:38 AM - NeoBrainX
Maybe kosta cares about this for the game inis?

#62 - 02/27/2013 04:22 PM - kostamarino
I never enforced efb to ram in these games because they had scaling issues with it with efb to ram (see http://wiki.dolphin-emu.org/index.php?title=RZTE01 for example, an unscaled rectangle in various mini games), something that was fixed in the hashless branch, so i waited for it to be merged before enforcing it... Therefore there is nothing that needs to be changed....

#63 - 02/28/2013 10:44 PM - chmet
I was using the latest public 3.5 release (the first time I tried Dolphin) and the mii's faces were messed up. I just downloaded the new one mentioned above (3.5 367) and after messing around with all the settings, the faces STILL are all messed up. What specific options should I be using to fix the messed up mii faces? Honestly my Wii games are mostly made up of mii's (Wii SPorts, Wii Sports Resort, Wii Play, Wii Party, etc). I really would like to fix this!

#64 - 02/28/2013 10:49 PM - kostamarino
The new one mentioned above is 3.5-429, not 3.5-367. Just download the latest rev from here, the one you are using is old: http://dolphin-emu.org/download/

#65 - 03/01/2013 03:47 AM - chmet
Hmm OK that was dumb on my part, I didn't look close enough to notice the "3" and "4" first digit version of 3.5. But I'm confused on that link above.
Where exactly do I download the files? rd173d646de18 goes to a page that has this. What do I do with this, or how do I install it?

Modify/Source/Core/VideoCommon/Src/TextureCacheBase.cpp

#66 - 03/02/2013 02:42 AM - chmet
Just an FYI / Followup: I just googled the version name and found the download link. I overwrote the files on my current Dolphin install. I loaded up Wii Sports and Wii Party. I am VERY pleased to say that the problem is NEARLY gone. The faces still mess up when blinking or stationary sometimes, but it's 90% better than it was!! :) Thanks for all the help!

#67 - 11/26/2013 09:05 PM - janko.cekovic
Problem solved: You must go to graphics then hacks and there it is Ram. Click That and i hope it will be fine

#69 - 07/02/2015 03:45 PM - 19wongrj2
for mac it still doesn't fix the problem

#70 - 11/11/2018 07:47 AM - kolano
This is a old issue, but seems likely to still effect a lot of titles (i.e. likely almost anything that uses Mii's, and isn't forced EFB2RAM otherwise) unclear if it should have been closed.

There are at least 11 titles on the Wiki that seem to be effected (though that may need closer review).

#71 - 11/11/2018 07:50 AM - kolano
Though I guess some of those roll up into Dual Core issues per...
https://bugs.dolphin-emu.org/issues/6500
https://bugs.dolphin-emu.org/issues/7143

A bit unclear if these are the crossover between this issue solved by EFB to RAM and those.