

Emulator - Emulator Issues #2112

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

01/22/2010 05:08 PM - daws72

Status: Fixed	% Done: 0%
Priority: Normal	
Assignee: skidau	
Category: GFX	
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	
What steps will reproduce the problem? 1. Start a Wii game that uses Miis like Wii Sport/Wii sports Resort/Wii Play/Wii Music.	
What is the expected output? What do you see instead? Mii faces with correct eyes / mouth. This attributes disappear as soon you go ahead in game.	
What version of the product are you using? On what operating system? A bug present since early release, but also in recent >r4900. JIT/JITIL OGL/DX9 don't make any different.	
Please provide any additional information below. Improved in r4532, but not completely 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	Duplicate
Has duplicate Emulator - Emulator Issues #3188: Missing faces in Wii Sports R...	Duplicate
Has duplicate Emulator - Emulator Issues #3272: Wii faces match tennis menu W...	Duplicate
Has duplicate Emulator - Emulator Issues #3292: Wii party, problems in mii fa...	Duplicate
Has duplicate Emulator - Emulator Issues #3316: Bad Miis faces on Wii Party (...)	Duplicate
Has duplicate Emulator - Emulator Issues #3815: Mii face disappears	Duplicate
Has duplicate Emulator - Emulator Issues #3952: Wii Sports - Mii don't have a...	Duplicate
Has duplicate Emulator - Emulator Issues #4578: Dr. Mario Wiiware crashes inf...	Duplicate

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.

#3 - 01/22/2010 07:41 PM - Autoran1

Mii Channel has this issue from the start, than start creation of new mii, than cancel, and mii faces will be fine

#4 - 01/22/2010 09:23 PM - marcel.werner3

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

#5 - 01/23/2010 03:09 AM - Autoran1

Just in session in Mii channel of course.

#6 - 01/23/2010 09:36 PM - 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.

#7 - 01/23/2010 10:11 PM - marcel.werner3

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

#8 - 01/24/2010 12:53 AM - fjavier2k

+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.

#9 - 01/24/2010 02:44 AM - skidau

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

#10 - 01/24/2010 10:46 AM - marcel.werner3

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

#11 - 03/11/2010 02:57 AM - skidau

- Status changed from New to Work started

#12 - 03/11/2010 06:07 PM - marcel.werner3

:D I like the sound of this. Good luck ;)

#13 - 04/25/2010 10:50 AM - marcel.werner3

@ skidau: Any news on this one?

This seems to be one fickle issue. The facial attributes already show more often than a year ago, but sometimes they still disappear (especially when they blink)

#14 - 04/26/2010 10:49 AM - skidau

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.

#15 - 05/06/2010 09:47 AM - skidau

[issue 2660](#) has been merged into this issue.

#16 - 06/14/2010 07:15 PM - marcel.werner3

One of today's commits seems to have broken the Mii faces again! Ouch!
It seems to have something to do with Dolphin core since the Miis look the same in DX9 and DX11 plugin.
It'd be good to fix this before it's forgotten.

#17 - 09/03/2010 06:23 PM - manco81

I can confirm this problem also in Wii Sport. r6170.

#18 - 09/08/2010 11:36 AM - skidau

[issue 3188](#) has been merged into this issue.

#19 - 09/28/2010 11:43 PM - skidau

[issue 3272](#) has been merged into this issue.

#20 - 10/03/2010 03:07 PM - skidau

[issue 3292](#) has been merged into this issue.

#21 - 10/03/2010 03:13 PM - giaga7

In [issue 3292](#) problem is a very little 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 aome minutes ago and you already checked and moved it!:) Good work!

#22 - 10/08/2010 12:08 AM - skidau

[issue 3316](#) has been merged into this issue.

#23 - 10/14/2010 11:26 AM - marcel.werner3

Man, this issue has been there for quite a while...

Don't get me wrong, skid is a good dev an'all but shouldn't this issue rather or at least be CC'd to Rodolfo and NeoBrain? Or is it some kind of strange non-graphics-related issue?

#24 - 11/01/2010 03:24 AM - arturbc93

It would be nice if the faces of Miis worked right in "EFB Copy: to texture" or "to RAM". When I use "copy EFB: to RAM" the faces of the Miis are good, but the game is too slow, but I noticed that when I start a game using this method "to RAM" and during the match I change for "to texture" the game gets a great performance and until the end of the match the faces of the Miis stay normal.

PS: Check out my other issue, the [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.

#25 - 11/02/2010 02:16 PM - giaga7

Quote Artur-bc, this issue exist from a long time, it would be fantastic if mii's faces worked right in efb copy to texture too! For me efb to Ram works good but it's slower and not 100% scaled in a lot of cases!! I don't know if this issue is related too graphic or not but if it work right in efb to Ram it should be a graphic issue!

#26 - 11/09/2010 11:31 PM - skidau

- Category set to gfx

#27 - 12/31/2010 08:58 PM - Billiard26

[issue 3815](#) has been merged into this issue.

#28 - 01/19/2011 05:52 PM - NeoBrainX

[issue 3952](#) has been merged into this issue.

#29 - 04/11/2011 12:36 AM - arturbc93

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.

#30 - 04/11/2011 12:07 PM - marcel.werner3

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

#31 - 04/16/2011 11:37 PM - arturbc93

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.

Note: It is good that now the DX11 mode can use the RAM.

Sorry for the scare. Version r7461 x64.

#32 - 05/09/2011 10:04 PM - arturbc93

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.

#33 - 05/10/2011 11:01 AM - arturbc93

<http://www.youtube.com/watch?v=qBp2rLZuuvY>

#34 - 05/10/2011 11:38 AM - marcel.werner3

Interesting! I'ma have to check it out.

#35 - 05/10/2011 12:00 PM - marcel.werner3

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

#36 - 05/10/2011 02:04 PM - marcosvitali

That demonstrate 3 things. First skidau is the best programmer of dolphin :), 2 nohlan have has a 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???? ehehehehe

#37 - 05/10/2011 02:07 PM - marcel.werner3

lol, good old FIFO, we shan't suspect you ever again ;)

#38 - 05/13/2011 12:31 PM - daws72

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.

#39 - 05/13/2011 12:44 PM - marcel.werner3

but only in DX9, not in DX11, right?

#40 - 05/13/2011 04:57 PM - arturbc93

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.

#41 - 05/13/2011 07:44 PM - daws72

"but only in DX9, not in DX11, right?"

Yes Marcel, only in DX9. DX11 looks fine.

#42 - 05/14/2011 04:22 AM - arturbc93

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

#43 - 05/25/2011 08:29 PM - arturbc93

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 access the settings with the running game, the picture freezes.

#44 - 05/25/2011 08:30 PM - arturbc93

version Dolphin texcache rewrite - r7558 x64

#45 - 07/03/2011 06:23 PM - arturbc93

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...

#46 - 10/09/2011 07:17 AM - arturbc93

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?

#47 - 10/09/2011 11:53 AM - NeoBrainX

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?

#48 - 10/09/2011 05:08 PM - arturbc93

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.

#49 - 10/19/2011 08:24 AM - arturbc93

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

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.

#50 - 10/19/2011 06:38 PM - hatarumoroboshi

It was removed because there were a lot of issues with it: see [issue 4635](#)

#51 - 10/20/2011 03:56 PM - arturbc93

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?

#52 - 11/04/2011 01:01 PM - skidau

[issue 4578](#) has been merged into this issue.

#53 - 04/05/2012 12:14 PM - marcosvitali

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

#54 - 04/05/2012 12:14 PM - marcosvitali

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#55 - 04/05/2012 01:31 PM - NeoBrainX

- 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 - Maylmlae

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 - Maylmlae

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 miis (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.