Emulator - Emulator Issues #2361

Messed up graphic.

02/25/2010 01:17 AM - clevexperia

Status:	Fixed	**% 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

What steps will reproduce the problem?
1.
2.
3.

What is the expected output? What do you see instead?
Normal screen.   A messed up screen on all games.

What version of the product are you using? On what operating system?
Im using Dolphin x64 on my windows 7 x64

Please provide any additional information below.
This is only happening with the direct3d9 plugin.
From r5034 my screen is messed up in all games. Both Wii and GC.
To solve the problem i have copied 'Plugin_VideoDX9.dll' from r5033
into the plugin directory. Then it works.
It works on my friends computor with no need to copy the old plugin.
He has another mainboard than me, but its still an AM2 board. Both have
geforce cards but different. Me, GF8800GT. He has GF9500gt.
I hope this is enough info this time. You closed me down last time.
HEEEELP...

History

#1 - 02/25/2010 02:42 AM - kevinx0404

I'd say that this is a problem with your computer. Did you read the stickies, install
vc++ and dx9 update? Also, and pics to descibe your issue?

#2 - 02/25/2010 09:46 AM - clevexperia

Done the vc++ and dx9 thing, no change.
I have a pic but i dont know how to put it here.

#3 - 02/26/2010 12:10 AM - kevinx0404

upload it to photobucket or something and copy pasta the link here.

#4 - 02/26/2010 02:16 AM - clevexperia

Thanks for the tip. Learning new things everyday. :)

First when i start SMG i dont see the start screens and when i see something it looks like this:
http://s841.photobucket.com/albums/zz332/Stickans/?action=view&current=From5034.jpg

#5 - 02/26/2010 02:18 AM - clevexperia

And this is the result in all games. Both GC and Wii...

#7 - 03/02/2010 03:31 AM - bztdlinux

- Status changed from New to New

XK, if you mark one more bug GameIssue, I might have to find your address and kill you.

#8 - 03/02/2010 06:52 AM - nakeee

this is suppose to be fixed in latest svn.
Just use the safe texture cache with the right settings

#9 - 03/02/2010 09:57 PM - clevexperia

Yes it works now. And it was no game issue. One question though, why did someone send this treath to me? Quote:

"XK, if you mark one more bug GameIssue, I might have to find your address and kill you."
Sender is, http://code.google.com/u/bztdlinux/
Very serious, i hope you do something about it.

#10 - 03/03/2010 08:42 AM - Sonicadvance1

He was talking to a member of the Dolphin team, not you.

#11 - 03/03/2010 11:24 AM - clevexperia

I realised that later, was to upset to se it first.
Anyway this issue is solved, please remove it...

#12 - 03/11/2010 06:56 PM - marcus

- Status changed from New to Fixed