

Emulator - Emulator Issues #3521

Safe Texture Cache cause crystal "bearers" a black square texture block the view

11/17/2010 04:55 PM - b166359I

Status: Invalid	% 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. When turn on safe texture cache no matter choosing fast, normal or safe.
2. There will be a black square texture block the view and you can't see anything.
3. But if you not using safe texture cache, the color will goes wrong.

What is the expected output? What do you see instead?
Can turn on safe texture cache without any black square texture block the view.
Dolphin version with the problem? Other Dolphin version without the problem?
tested on r4716 and r6430 both opengl and direct3d9
32-bit or 64-bit and any other build parameters?
64bit
OS version and versions of tools/libraries used?
win 7
Please provide any additional information below.
Here is some screenshot to show the problems:
The first picture show turning on safe texture cache
The second picture show turning off
The last picture is the wireframe when turning on safe texture cache
Also, I find a old [issue 1871](#).
It "may be" similar with this issue and Status: Fixed in r4826 and it occur again?

History

#1 - 11/17/2010 05:11 PM - b166359I

Just tested r4826, the problems still here.
And all settings won't help except turn off safe texture cache.
It seems this is not the same issue with [issue 1871](#).
I am thinking of will it cause by the alpha channel?
That texture suppose to be transparent just like a mask?

#2 - 11/18/2010 02:50 AM - frango0010

This is clearly a bug with your configuration, as FFCC works perfect for me.

#3 - 11/18/2010 03:00 AM - frango0010

[issue 3146](#) is the only bug I ever had with this game.

#4 - 11/18/2010 07:35 AM - b166359I

Alright, it seems a settings problems.
The game only work with copy to ram and I have not restart before testing.
Please close this issue...

#5 - 11/18/2010 08:26 AM - skidau

- *Status changed from New to Invalid*