

Emulator - Emulator Issues #4335

Metroid Prime 2 (PAL) Intro Movie Graphics

03/28/2011 06:43 AM - SpiderTECH611

Status:	Accepted	% Done:	0%
Priority:	Normal		
Assignee:			
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 new game
2. Watch for video sequence following the Intro Text.

What is the expected output? Video should not be Interlaced. Background should be black with stars texture shown
What do you see instead? Major interlacing (consistent black horizontal lines top to borrom of screen) for intro movie. Also displays what I think is the texture for the skybox for once you get on the planet, as the interlaced background for intro movie.

Dolphin version with the problem? Other Dolphin version without the problem? All Revs of Dolphin for as long as I can remember. I swear I made an issue for this a long time ago but just searched before this post and couldn't find it.

32-bit or 64-bit and any other build parameters? 32 and 64

OS version and versions of tools/libraries used? Win 7 x64 (previously tested on vista 32/64)

Please provide any additional information below.

If you enable Pixel Depth, it solves the problem of the wrong texture loading but everything is still interlaced and you also get the black skys in game among other glitches that we already know about with this option.

Settings:

-Graphics: Stock Game properties

-Config:

--General:

---Dual Core ON

---Idle Skip ON

---Frame limit 60 no FPS for Limiting

---Skip GC Bios

---CPU Jit (Testing with JITIL results in the same)

---Thread Lock Off

---DSP LLE Thread OFF

--Display

---Dx9/11/OpenGL

---any resolution

---Progressive ON

Quad Core Q6700 @ 2.66

4GB Ram

Nvidia 8800GTS 512

History

#1 - 03/28/2011 01:23 PM - Anonymous

what happens if you toggle anisotropic filtering?

#2 - 03/28/2011 11:22 PM - SpiderTECH611

I'll have to try that when I get home from work, but I do believe I've messed around with the settings before. Also since this has been an issue I have always had but no one else seems to have submitted the issue, could this be caused by a bad rip? I had an issue with a bad rip of Metroid Other M.

#3 - 03/29/2011 07:49 AM - SpiderTECH611

Toggling 1x to 16x anisotropic filtering did not change anything as far as this issue.

#4 - 03/31/2011 06:53 AM - SpiderTECH611

@godisgov how can I PM you?

#5 - 04/01/2011 05:52 AM - Nick.Lustig

I thought this issue is already known since a very long time and is "accepted".
So I never made a new Issue for that problem.
I can confirm, there is and was never any setting which fixes this.
Would be cool if finally someone finds a way to fix this.

#6 - 04/01/2011 06:03 AM - SpiderTECH611

"I thought this issue is already known since a very long time and is "accepted"
- I thought so too but I searched and couldn't find it that's why I created this one.

also @ Nick are you using a PAL rip? I finally was able to rip my USA disc and the problem is gone. But it still affects the PAL rip I ripped from a friend of mine.

#7 - 04/13/2011 04:42 PM - Nick.Lustig

I have PAL

#8 - 04/13/2011 09:00 PM - SpiderTECH611

I haven't tested any new revisions since I posted this issue so not sure if anything recently have fixed this issue. As previously mentioned my PAL didn't work and Nick you have confirmed your PAL doesn't work, however my NTSC works just fine, this might be a PAL only issue. Seems to be a lot of PAL issues going on lately. Can anyone else confirm this.

#9 - 04/14/2011 08:21 AM - SpiderTECH611

short quick update, nothing new in the recent revs fixed this issue.

#10 - 11/05/2012 12:03 AM - Autoran1

I remember there was an issue in intro, but there isn't now
intro playing perfectly, no longer an issue

#11 - 11/05/2012 12:05 AM - skidau

- Status changed from New to Fixed

#12 - 11/07/2012 09:01 PM - pierre

- Status changed from Fixed to Accepted
- Category set to gfx
- Issue type set to Bug

The intro definitely still shows the interlacing problem. This is with OGL, Linux, PAL. Progressive setting doesn't matter, XFB doesn't either.

For clarification: the intro mentioned is displayed when starting a new game, after a textual briefing, just before the player gains control.

I just checked the video itself (openPartOne.thp), and it is fine. The game just fails to display it correctly, while it manages to do that with all(most of?) the others. Notable about this video is, that it is one of the few videos in 640x368(the other ones are: gameEnding_PlanetAether.thp, lastStandFlashback.thp), while the rest is 640x448(essentially all the menu animations). I don't know if the two other ingame videos have this issue.

#13 - 01/08/2014 03:07 AM - JMC4789

I'm making this change because the old issue report dialogue didn't ask for Game ID, which makes it confusing when scrolling through issues.

#14 - 01/08/2014 03:23 AM - phire

Does this problem still occur?

I fixed a whole bunch of PAL interlacing issues a while back.

#15 - 01/11/2014 12:43 AM - pierre

Still occurs. I guess they switch the output buffer between two memory locations, each containing the lines of one field, and some "random" old data in the lines between. It is probably necessary to add some post processing combining the lines from the last field and the ones from the current one.

Five frame fifo log can be found here:

<http://pirsoft.de/fileadmin/download/mp2-intro.dff.7z>

#16 - 06/06/2015 06:33 PM - mimimi

This is still happening. Tested with d3d and opengl on 4.0-6575.

As far as i can tell, the aspect ratio is correct. I would upload a nice clean screenshot taken via usb gecko, but i could not get Gecko dNet to connect(tried converting an action replace master code, no luck, most likely a master code + hook issue).

#17 - 06/06/2015 06:34 PM - mimimi

PS: The game always runs in 60Hz mode, even if the pal60 bit is not set in SRAM, and it does not ask about it.

#18 - 04/04/2016 03:20 PM - seapancake

- File G2MP01-1.png added
- File G2MP01-4.png added

Still occurs in 4.0-9168 on OGL/D3D11.

#19 - 04/30/2017 02:49 PM - greybit

- File MetroidPrime2.PNG added

Bug is still present in 5.0-3539
Tested with OGL/DX11/DX12/Vulkan under Win10.

#20 - 05/18/2018 07:12 AM - JMC4789

- Fixed in set to 5.0-7151

Fixed with the addition of the copy filter.

#21 - 05/18/2018 07:18 AM - JMC4789

- Fixed in deleted (5.0-7151)

There's apparently more problems with this video than just the copy filter blurring.

Files

G2MP01-1.png	425 KB	04/04/2016	seapancake
G2MP01-4.png	557 KB	04/04/2016	seapancake
MetroidPrime2.PNG	476 KB	04/30/2017	greybit