

Emulator - Emulator Issues #4648

Metroid Prime 1 and 2 Texture load problem?

06/28/2011 07:16 AM - MythofDrizzt

Status:	Won't fix	% 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's the problem? -When starting Metroid Prime 1 or 2 I get a black screen, and if you enable 'show statistics' textures alive and textures loaded are both 0. However, I can click around and the game still acts like its running judging by the audio. I also get a flickering box in the bottom right corner of my screen.			
Dolphin version with the problem: -I have tried version 7613 through 7639 as well as the 3.0 release.			
Dolphin version that does not have the problem: -none for me.			
Operating system and version: 32-bit or 64-bit: -I am running x64 win7 ultimate, and have tried the x64bit version of 7613-7639, but I have tried the 32bit of 7639 to see if it was the x64 causing the problem.			
Game ID (as it appears in game properties, Ex.: "GZ2P01" or "RSBE01"): -Don't know where to find this..			
Was the ISO a plain dump from disc, compressed and/or scrubbed? -The mp1 ISO was a plain dump from disc, and the mp2 ISO says [ngc][pal] Please provide any additional information below. -AMD Athlon II X2 2.7ghz ; Nvidia GTS 450 ; 2.5 Gigs of RAM			
This is what I see in the title screen, along with the music. http://imageshack.us/photo/my-images/844/mp1_notloading.jpg/			
This is what I see once I start the game. http://imageshack.us/photo/my-images/9/mp1_ingamejpg.jpg/			

History

#1 - 06/28/2011 05:48 PM - Mofoman2000

So this happens before r7625?

#2 - 06/28/2011 11:07 PM - Nick.Lustig

Try what happens if you turn off antialiasing.
Because I have exactly the same problem in Ogl.
When I turn AA off then the game shows up like it normally should do.
So in my opinion the AA feature is broken !

#3 - 03/13/2012 08:28 PM - Autoran1

Confirm this issue, i don't know why exactly this happens, cause it's pretty random and game can actually run normal after 1 or 2 restarts

#4 - 01/13/2013 01:31 AM - Billiard26

- *Issue type set to Bug*

- *Category set to gfx*

#5 - 02/17/2013 04:28 AM - Billiard26

- *Status changed from New to Questionable*

Is this issue present in Dolphin 3.5 or later?

#6 - 03/03/2013 11:38 PM - skidau

- *Status changed from Questionable to Won't fix*

Never seen this before. AA sounds like a possible cause, but since it is an enhancement, it is not surprising for it to break. Maybe it will work if the GC BIOS is not skipped.