

Emulator - Emulator Issues #5185

Metroid Prime 2 and others games with black bars after some lags (DX9,DX11 and OPENGL)

02/01/2012 08:15 PM - burnhellxp

Status: Duplicate	% 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

1) Game Name and ID (as it appears in right click > properties: "GZ2P01", "RSBE01", etc):

G2ME01 - Metroid Prime 2 Echoes

2) What is the expected output? What do you see instead?
A black bar below screen

3) Did the game ever work correctly (i.e. not have this problem) on an earlier version of dolphin? Please specify the exact revision when the problem began.
I dunno,but there some rev like r6505 doesn't has this issue...

4) What steps will reproduce the problem?
1.Load the new/save game
2.Then play until you get some lags (1,4) the black bar below will appear
3.

5) What version of dolphin are you using (32bit/64bit along with the version as it appears in the title bar, etc)?
On what operating system, drivers, and hardware? Be sure to list OS, graphics driver information, and video card model if you are having graphics problems, for example.
GTX560ti
2500K
4GB RAM
WIN 7 64

6) Please provide any additional information below.

7) Attachments. **IMPORTANT!** We have a limited storage quota on GoogleCode, so please use a 3rd party host for screenshots or any other files (<http://min.us/> for example).

Related issues:

Is duplicate of Emulator - Emulator Issues #4336: Metroid Prime Games FIFO Re...	Fixed
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History

#1 - 02/01/2012 08:17 PM - burnhellxp

r7483 x64 (MAMARIO)

r3.0-397-x64 (emucl)

Has the same problem tested with many config.

#2 - 02/05/2012 12:47 AM - burnhellxp

More info can be found here: <http://forums.dolphin-emulator.com/showthread.php?tid=1413&pid=196391#pid196391>

#3 - 02/16/2012 09:50 PM - Nick.Lustig

Curios, because on my rig this black border issue is different. I have this black border in Metroid Prime Echoes with all newer revisions for such a long time that I can't remember if it ever worked without the border... However, I tried "r6505" as BurnHellXP suggested and yeah, no black border o_O The difference to burnhell's explanation of his problem and mine is that the black border ALWAYS consists from the beginning of the game (Excluding the game menu... there is no such border!), so on my system the lags don't cause the black border... it's always there. Waiting for fix, so long... I already tried different Resolutions, different Aspect Ratio's, Render to Main Window, Crop, Widescreen Hack, etc.

Additional information:

I use Windows Vista x64.

I use the OpenGL graphic backend.

Tested 3.0-419 (x64) --> Black border.

Tested r6505 (x64) --> No black border.

Metroid Prime 2 Echoes \G2MP01\ 2004/05/21 \PAL (Europe).

#4 - 06/04/2012 08:36 AM - captgrrr

What "other games" have this problem? I was able to reproduce this issue in MP2 when testing [issue 5448](#) but would like to see if other games work better on revisions after about 6523 because MP2 gets crash prone. Also do any of you have this problem if you disable dual core? I have not. For others testing this problem its important to delete your shader cache. This problem goes away after a while if you dont(at least for me)

2xOpteron 256, Radeon HD2600XT(512MB agp), 2GB ram, win7prox64

#5 - 06/09/2012 03:39 PM - burnhellxp

captgrrr@hotmail.com, the black bar appear even with the shader cache deleted and like you said "other games" are Sonic Adventure 2 Battle PAL and maybe others.

<http://forums.dolphin-emulator.com/showthread.php?tid=35&page=12>

Like pauldacheez said on [issue 5448](#), when all models or textures that aren't nailed to the floor as part of the map geometry disappear for a split-second, then reappear, the black bar will appear.

After [issue 5448](#) get a fix, the black bar issue will probably be fixed too

#6 - 06/09/2012 07:22 PM - captgrrr

If you disable dual core does the problem go away for you in MP2 and Sonic? I don't have Sonic to test.

#7 - 06/13/2012 02:19 AM - captgrrr

Does the black bar in sonic go away if you enable XFB Virtual? Does the screen flicker when you do?

#8 - 11/04/2012 11:11 PM - Autoran1

Yup confirm this stuff

#9 - 11/04/2012 11:41 PM - Autoran1

OGL seems unaffected

DX9 & 11 still remain issued

Issue doesn't care about scaling it's good, and Virtual XFB seems helpful, but causes flickering

#10 - 11/05/2012 12:34 AM - Autoran1

This issue like the [issue 4336](#), like many other CP/Fifo issues had started with r6554 - ra9ca9cfd9bc8

Sometimes this game starts with blackscreen and sound, requires to resize the window manually or erase game's Shader Cache, harmless but very annoying

#11 - 01/13/2013 12:00 AM - Billiard26

- Issue type set to Bug

- Category set to gfx

#12 - 01/27/2013 02:14 PM - Autoran1

- Status changed from New to Duplicate

#13 - 08/11/2013 09:10 PM - nigel.harris.uk

This issue has now been fixed by an unknown revision.

Been playing for over three hours and there's no black bars or micro stuttering

#14 - 08/14/2013 01:16 AM - OliverAltamira

Issue is still present for me.

Tested with rev3.5-1769 on Win8.

Tried using both the Dx11 and OGL backends on default settings, still getting black bars several minutes in.

#15 - 08/14/2013 01:18 AM - OliverAltamira

D'oh. Forgot to mention I tested on MP3 NTSC. Since the issue says other games, I'm assuming MP3 was to be included in this issue also.