Emulator - Emulator Issues #6899

Spyro: A Hero's Tail has problems with shimmering on EFB2Tex, EFB2Ram

12/26/2013 11:44 PM - JMC4789

Status:	Fixed	**% 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:**	5.0-4703

Description

Game Name?

Spyro: A Hero's Tail

Game ID?

G5SE7D

What's the problem? Describe what went wrong in few words.

Shimmering effects, such as fairies wings and some enemies, draw improperly sometimes below the target (EFB2Tex) or everywhere (EFB2Ram)

What did you expect to happen instead?

Perfection.

What steps will reproduce the problem?
[Don't assume we have ever played the game and know any level names. Be as specific as possible.]
1. Start up the game and play through the opening.
2. When the cutscene about saving happens, note the broken shimmering on the fairy
3. Find other examples, such as enemies, that share this problem.

Dolphin 3.5 and 3.5-367 are old versions of Dolphin that have known issues and bugs, so don't report issues about them and test the latest Dolphin version first.
Which versions of Dolphin did you test on?

4.0, 4.0-553, and the entirety of the Tev_Fixes_New branch.

Does using an older version of Dolphin solve your issue? If yes, which versions of Dolphin used to work?

No.

What are your PC specifications? (including, but not limited to: Operating System, CPU and GPU)

Core i5 3570K, GTX 760, Windows 7

Are you using the 32 or the 64 bit version of Dolphin?

64bit.

Is there any other relevant information? (e.g. logs, screenshots,
configuration files)

Fifo-log: https://dl.dropboxusercontent.com/u/484730/SpyroBrokenHighlights.7z

-Screenshots-

EFB2Ram: http://imgur.com/ZqFkaRe
EFB2Tex: http://imgur.com/GbfC7HR

Related issues:	
Has duplicate Emulator - Emulator Issues #8317: Bloom/HDR smears and artefact...	**Duplicate**

History

#1 - 01/03/2014 09:04 AM - JMC4789

- Status changed from New to Accepted

https://dl.dropboxusercontent.com/u/484730/SpyroBrokenHighlights2.7z

Degasus fixed the original EFB2Tex corruption, now there's new EFB2Tex corruption!

On OGL, EFB2Ram and EFB2Tex behave oppositely. The shimmering breaks upward in EFB2Ram, and it breaks downward in EFB2Tex. Or
sometimes the opposite of that even.

D3D still reacts like the original issue.

#2 - 03/07/2015 12:43 AM - magumagu9

issue 8317 has been merged into this issue.

#3 - 10/29/2015 10:14 AM - phire

I tracked the EFB2Ram issue down.

This requires a working texture cache to be fixed. The game uses a texture (automatically placing it in the texture cache) then overwrites it and uses
the same texture again (fetched from texture cache this time).

The game finally invalidates texture cache and uses the new texture that it overwrote.

For EFB2Tex, since the bug report EFB2Tex is now completely bloom-free. It looks like the game needs more advanced partialTextureUpdate code,
the game overcopies textures (off the bottom of the efb) and then copies the second half to the bottom of the first texture. We need to be able to
invalidate only half an efb copy. (I've CCed mimimi into this)

#4 - 08/14/2017 08:28 PM - JMC4789

- Status changed from Accepted to Fixed

- Fixed in set to 5.0-4703

Fixed by 5.0-4703