Emulator - Emulator Issues #6934

Ed, Edd n' Eddy The MisEdventures has lighting defects.

01/07/2014 04:09 AM - 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:**	5.0-1127

Description

Game Name?

Ed Edd n'Eddy The MisEdventures

Game ID?

GE9E5D

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

The lighting just shifts when you move the camera around. It's really, really annoying and definitely inaccurate

What did you expect to happen instead?

This mediocre licensed game to work right.

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. Get into the first level.
2. Move around and change the camera and you will eventually find a "fault line" that shifts the lighting between on/off

Even on Software Renderer this does not work. Tev Fixes New does not fix the issue. It seems to just be something I cannot affect whatsoever.

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?

4.0-596, 4.0, older.

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 x64

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

Fifo: https://dl.dropboxusercontent.com/u/484730/EddLightingSwap.7z

screenshot of proper lighting: http://i.imgur.com/cHWKt5l.jpg
screenshot of the glitch: http://i.imgur.com/3hWRuUO.png

Note: The game's framerate drops dramatically as soon as this glitch activates, then recovers immediately as soon as it's gone.

History

#1 - 01/19/2014 11:03 PM - parlane

- Status changed from New to New

#2 - 09/29/2014 11:03 PM - JMC4789

- Status changed from New to Accepted

I think it's some kind of projection hack issue. I don't know how to fix it permanently, though.

#3 - 09/05/2016 02:51 PM - ZephyrSurfer

Theres is a WIP PR for this: https://github.com/dolphin-emu/dolphin/pull/4175

#4 - 09/10/2016 07:47 PM - JosJuice

- Status changed from Accepted to Fix pending

https://github.com/dolphin-emu/dolphin/pull/4194

#5 - 10/22/2016 04:10 PM - JosJuice

- Status changed from Fix pending to Fixed

- Fixed in set to 5.0-1127

https://dolphin-emu.org/download/dev/2536e37ec518c8d0e949ec7780ee0fb53e8b066e/