

Emulator - Emulator Issues #7094

Software Renderer does not draw non-sprites in NES games (Debug Builds Work, not Release Builds)

03/18/2014 02:29 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: 5.0-13717
Description	
Game Name?	
Plenty, for instance The Legend of Zelda- FAKE01	
What's the problem? Describe what went wrong in few words.	
Software Renderer doesn't draw non-sprites in NES games. If it does, they're heavily glitched lines.	
What did you expect to happen instead?	
Software Renderer is supposed to be perfect, dammit!	
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. Load NES game	
2. Cry as your lord and master software renderer cannot handle it. Watch as it grovels to the hardware backends, which handle this with ease.	
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?	
Tons. Latest 4.0-1212.	
Does using an older version of Dolphin solve your issue? If yes, which versions of Dolphin used to work?	
Hell no	
What are your PC specifications? (including, but not limited to: Operating System, CPU and GPU)	
Core i5 3570K, GTX 760, Windows 7 x64	
Core i7 2670QM, GTX 560m, Linux	
Are you using the 32 or the 64 bit version of Dolphin?	
x64	

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

MegaMan 3: <https://dl.dropboxusercontent.com/u/484730/MegaMan3Software.png>

Zelda 1: <https://dl.dropboxusercontent.com/u/484730/Zelda1Software.png>

fifo of Zelda 1: <https://dl.dropboxusercontent.com/u/484730/ZeldaTitleScreenEFB2Tex.7z>

History

#1 - 05/05/2014 06:22 PM - JMC4789

This apparently works in Debug Builds if you really wanna play NES games in software renderer (like i do!)

#2 - 09/21/2014 09:27 PM - JMC4789

- Status changed from New to Accepted

#3 - 04/09/2021 02:14 PM - ObiliskVG

Anyone know if this still happens as of 5.0-13717? Looks like that build fixes some issues with the software renderer, especially related to VC games.

#4 - 04/09/2021 05:50 PM - pokechu22

It should be fixed based on FifoCl ([zelda](#), [mario bros](#)). However, I don't understand the part about debug builds working in the past; there isn't any reason why it should have worked (since NES games depended on a function that just wasn't implemented in the software renderer before)

#5 - 04/09/2021 05:56 PM - JMC4789

- Status changed from Accepted to Fixed

Yeah, considering your fix, I'm not sure why debug builds worked.

#6 - 04/09/2021 05:58 PM - JosJuice

- Fixed in set to 5.0-13717