

Emulator - Emulator Issues #7128

Widescreen Hack Currently Performs Poorly

03/27/2014 07:59 PM - JMC4789

Status: Accepted	% Done: 0%
Priority: Low	
Assignee:	
Category:	
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	
<p>The Widescreen Hack performs poorly, and for some time issues reporting individual games have been closed.</p> <p>Rather than wasting the testing of users interested in a better feature, this issue will stand as two things.</p> <ol style="list-style-type: none">1. Users can report games that have problems + screenshots here.2. Rather than invalidating people's reported issues, they can be marked as duplicates and linked to this issue. That way they don't go to waste. <p>Screenshots comparing the game normally (no hack, no stretching) to the widescreen hack would be greatly appreciated and likely help out future developers interested in solving this issue.</p> <p>One last thing to remember is that a perfect widescreen hack with 100% compatibility is very highly unlikely, and that expectations need to be tempered.</p>	
Related issues:	
Has duplicate Emulator - Emulator Issues #2183: Objects disappearing with wid...	Duplicate
Has duplicate Emulator - Emulator Issues #2528: The Legend of Zelda: Twilight...	Duplicate
Has duplicate Emulator - Emulator Issues #2712: Twilight Princess (Gamecube) ...	Duplicate
Has duplicate Emulator - Emulator Issues #3577: widescreen hack objects appea...	Duplicate
Has duplicate Emulator - Emulator Issues #3627: EFB copies are incorrect aspect.	Duplicate
Has duplicate Emulator - Emulator Issues #6924: Zelda Wind Waker heat glitch ...	Duplicate
Has duplicate Emulator - Emulator Issues #7120: LUIGI'S MANSION Shadow's are ...	Duplicate

History

#1 - 03/27/2014 07:59 PM - JMC4789

[issue 7120](#) has been merged into this issue.

#2 - 03/27/2014 07:59 PM - JMC4789

[issue 6924](#) has been merged into this issue.

#3 - 03/27/2014 08:00 PM - JMC4789

[issue 5123](#) has been merged into this issue.

#4 - 03/27/2014 09:27 PM - Maymilae

[issue 2528](#) has been merged into this issue.

#5 - 03/27/2014 09:30 PM - Maylmlae

[issue 3577](#) has been merged into this issue.

#6 - 03/27/2014 09:32 PM - Maylmlae

[issue 3627](#) has been merged into this issue.

#7 - 03/27/2014 09:33 PM - Maylmlae

[issue 2712](#) has been merged into this issue.

#8 - 03/27/2014 09:34 PM - Maylmlae

[issue 2183](#) has been merged into this issue.

#10 - 03/29/2014 05:07 AM - tueidj

Any issues related to the widescreen hack causing distorted graphics, particularly ones involving heat effects and/or reflections are caused by not patching `C_MTXLightPerspective` (the function typically used to create a transformation matrix for indirect texturing) to account for the adjusted 16:9 aspect ratio.

#11 - 03/29/2014 02:52 PM - tueidj

[issue 5123](#) has nothing to do with the widescreen hack, the screenshots in that issue show it's not even active.

#12 - 03/29/2014 02:55 PM - JMC4789

my bad, fixing. That's just stretching, plus it's not happening in modern builds so I assumed it was widescreen. It is broken in widescreen hack too though, so whatever.

#13 - 03/29/2014 03:11 PM - tueidj

PSO is broken with the widescreen hack because it draws everything using a 3D projection matrix, instead of only drawing the 3D scene and then switching to a 2D projection for the GUI/overlay.

#14 - 03/29/2014 03:13 PM - delroth

[tueidj](#): we have no way to patch the indirect texturing matrices with out current widescreen hack. It is implemented fully at the GPU level by patching projection matrices. [jchadwick](#) is working on a new widescreen hack that operates at PPC level and I think already implemented `MTXLightPerspective` patching.

#15 - 03/29/2014 04:22 PM - Mofoman2000

Hmm, sounds sexy. What other things could we expect this new widescreen hack to address? That haze effect in DelFino Plaza in Super Mario Sunshine gets really annoying, but I love the widescreen hack. SSBM in 1080p is stunning.

#16 - 03/29/2014 05:47 PM - tueidj

Don't see why it can't be HLE patched like other functions.

#17 - 03/29/2014 05:51 PM - johnwchadwick

Hmm, sounds sexy. What other things could we expect this new widescreen hack to address? That haze effect in DelFino Plaza in Super Mario Sunshine gets really annoying, but I love the widescreen hack. SSBM in 1080p is stunning.
Does it work with Swiss-gc's widescreen hack? if so, probably. It's the same idea.

Don't see why it can't be HLE patched like other functions.
It can be.

#18 - 03/29/2014 05:52 PM - JMC4789

Assigning this to you since you kinda have been working on it.

#19 - 07/10/2014 04:44 PM - JMC4789

jchadwick is no longer working on this.

#20 - 09/03/2014 04:39 AM - jschulma

Wario World (GWWP01) has lots of flickering and white squares with Widescreen hack enabled (assuming this is the right place to report this?).

With hack: <http://i.imgur.com/yDkowEa.jpg> (note: there are tons of squares, but they all tend to appear on the sides of the screen and flicker in and out as you walk, so good screenshots are hard to get)

Without: <http://i.imgur.com/RvgUQeG.jpg>

(Dolphin 4.0-2883)