

Emulator - Emulator Issues #7134

Conduit 2 - reflections rendering incorrectly

03/28/2014 01:11 PM - muonsoftware

Status: Accepted	% 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	
Game Name?	
Conduit 2	
Game ID?	
SC2P8P	
What's the problem? Describe what went wrong in few words.	
The game uses a reflection effect to simulate shiny surfaces that is rendered incorrectly in Dolphin. This happens in both Direct3D and OpenGL backends. What it looks like to me is that it is using the wrong texture for the cubemap.	
Bloom looks odd too but I'm chalking that up to EFB scaling issues	
What did you expect to happen instead?	
Reflection effects should look the same as on the Wii	
What steps will reproduce the problem?	
<ol style="list-style-type: none">1. Start the single player campaign2. Look around at shiny surfaces, eg glass/metal	
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?	
Every SVN revision between 4.0-1126 and 4.0-1304, 3.5-1124 and 3.0	
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)	
Q6600 o/c 3ghz, Radeon 6850 o/c 850/1200, 4gb DDR2 SDRAM, Windows 7x64 latest drivers	
Mid 2009 MacBook Pro Core2Duo T9600, Nvidia 9600M GT, 4gb RAM, Windows 7x64 via bootcamp, recent Nvidia Drivers	

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

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

Gallery with screenshots from Dolphin and Wii is here:-

<http://imgur.com/a/YZrcc#0>

Gameplay video from wii

<https://www.youtube.com/watch?v=CMPmqeeYf4o>

History

#1 - 03/28/2014 01:13 PM - NeoBrainX

When reporting issues related to graphics, please always provide a fifo log:
<http://wiki.dolphin-emu.org/index.php?title=FifoPlayer>

#2 - 03/28/2014 11:52 PM - Maymilae

- *Category set to gfx*

#3 - 03/31/2014 07:59 PM - muonsoftware

I'm still having trouble capturing a FIFO log. In today's build there was a fix for the wxwidgets assert that was tripping things up before, and now I can capture the log OK. However, I can't save it without Dolphin crashing:

Problem signature:

Problem Event Name: APPCRASH

Application Name: Dolphin.exe

Application Version: 0.0.0.0

Application Timestamp: 53385edd

Fault Module Name: MSVCR120.dll

Fault Module Version: 12.0.21005.1

Fault Module Timestamp: 524f83ff

Exception Code: c0000005

Exception Offset: 000000000003c630

OS Version: 6.1.7601.2.1.0.768.3

Locale ID: 2057

Additional Information 1: dda9

Additional Information 2: dda97ffb17111c9244658619dd882053

Additional Information 3: f5ed

Additional Information 4: f5ed4f39788906e534480e7883a7d3c1

#4 - 09/29/2014 11:19 PM - JMC4789

Play back the fifo-log in single core. Also try the latest dev builds and what not.

#5 - 09/30/2014 08:36 AM - muonsoftware

Here's a fresh log, from 4.0-3469. The reflections on the circular glass floor in front are incorrect (wrong texture/wrong scaling?)

<https://drive.google.com/file/d/0B7dea6okGcjESDBUSENOZEJNck0/edit?usp=sharing>

#6 - 07/01/2016 12:31 AM - JMC4789

- *Status changed from New to Accepted*

I've reproduced this bug.

#7 - 04/10/2019 01:57 PM - shatteredlites

this issue is gone only tested on Vulkan though