

## Emulator - Emulator Issues #7249

### Timesplitters 1/2 ( glitchy bottom-right border)

04/30/2014 08:20 PM - LeeMagee91

<b>Status:</b> New	<b>% Done:</b> 0%
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Operating system:</b> N/A	<b>Relates to performance:</b> No
<b>Issue type:</b> Bug	<b>Easy:</b> No
<b>Milestone:</b>	<b>Relates to maintainability:</b> No
<b>Regression:</b> No	<b>Regression start:</b>
<b>Relates to usability:</b> No	<b>Fixed in:</b>
<b>Description</b>	
Game Name? Timesplitters 2 Timesplitters 3	
Game ID? GTSE4F G3FE69	
What's the problem? Describe what went wrong in few words. When ever playing Timesplitters 2 or 3 a corrupt border appears on the bottom-right If I press "Alt+Tab" the problems goes away but then appears again later.	
What did you expect to happen instead? No borders	
What steps will reproduce the problem? 1. In Game/menu	
Which versions of Dolphin did you test on? Dolphin 4.0 and 4.0-1474 X64 (both OpenGL/DirectX)	
What are your PC specifications? AMD Phenom / HD5770	
<a href="http://s16.postimg.org/seu7gmnht/border1.png">http://s16.postimg.org/seu7gmnht/border1.png</a> <a href="http://s2.postimg.org/axr8ybdmh/border2.png">http://s2.postimg.org/axr8ybdmh/border2.png</a> <a href="http://s13.postimg.org/6i4goua2b/border3.png">http://s13.postimg.org/6i4goua2b/border3.png</a>	

#### History

##### #1 - 04/30/2014 08:21 PM - LeeMagee91

Timesplitters 2 and 3 (not 1/2)

##### #2 - 05/04/2014 01:45 AM - magumagu9

Please include a screenshot of the whole screen; I can't really tell what's happening. I think the issue is the one-pixel line from the first screenshot, but I'm not sure.

Please describe your graphics settings, if you've changed any of them from the defaults. In particular, I'm curious about the internal resolution setting. And please check if you can reproduce the issue with the default settings.

**#3 - 05/04/2014 01:54 AM - minish-cap-8779**

[img][http://s29.postimg.org/c6n7gbouv/GTSE4\\_F\\_1.png](http://s29.postimg.org/c6n7gbouv/GTSE4_F_1.png)[/img]

Direct3D  
Virtual EFB  
Safe Texture  
1x native

**#4 - 05/04/2014 02:29 AM - magumagu9**

Okay... a couple more things: First, is the behavior the same if you use either Real XFB or disable XFB? Second, please upload a fifolog.

**#5 - 05/09/2014 02:35 AM - minish-cap-8779**

I notice this similar issue effects Sonic Heroes and Shadow the Hedgehog  
will upload fifolog later.

**#6 - 01/10/2016 06:23 AM - flang**

Hello. I have this issue as well. Here are a few more screens that should hopefully show the problem clearer (for Timesplitters 2 - GC):

<http://images.akamai.steamusercontent.com/ugc/359526421597239237/84C7C0E7DFE5FF8093F8AFA5B0BBFF56ADF5152E/>  
<http://images.akamai.steamusercontent.com/ugc/359526421597239132/17A909B76AA7E282C306C54FDBB9D0254FD6DC03/>  
<http://images.akamai.steamusercontent.com/ugc/359526421597239026/683282CD1C136DFD3901421282C9608C18902397/>

I can confirm that these border lines on the right and bottom of the screen display regardless of which backend is used (D3D, OGL, and Software), and also regardless of which XFB setting is used (Real, Virtual, or Disable). I feel like I've tried toggling just about every other graphical setting there is, but so far nothing has made any difference.

I would like to upload a fifolog for you, but I'm having trouble finding instructions on how to generate one. Can you point me in the right direction?

Windows 7 Pro x64 SP1  
core i7 3770 3.5 GHz  
nVidia GTX 680  
16 GB Corsair DDR3 1866 MHz RAM  
Dolphin 4.0-8642

**#7 - 01/10/2016 06:38 AM - flang**

- File fifolog-Timesplitters 2 GC.dff added

Okay I found the instructions for a fifolog and generated one with 5 frames. It is attached.

This log was generated while sitting at the Timesplitters 2 main menu, at Native internal resolution and with V-Sync enabled, but all other options at their defaults.

## #8 - 07/18/2016 05:23 PM - flang

Small update: This problem is still present in Dolphin 5.0, but it can be partially mitigated by selecting the "crop" option in Advanced graphics settings. That will get rid of the bottom row of pixels, but not the right column.

### Files

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fifolog-Timesplitters 2 GC.dff	3.11 MB	01/10/2016	flang
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