

## Emulator - Emulator Issues #7476

### Super Mario Sunshine water broken on Software Renderer

07/14/2014 04:06 AM - jimmyli1528

<b>Status:</b> Fixed	<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> 5.0-13622
<b>Description</b>	
Game Name? Super Mario Sunshine	
Game ID? GMSE01	
What's the problem? Describe what went wrong in few words. In Delfino Plaza (the main hub), water renders incorrectly, appearing as a blue-and-green grid.	
What did you expect to happen instead? Water renders correctly.	
What steps will reproduce the problem? 1. Download a 100% save file. 2. Load Super Mario Sunshine. 3. Load a file. 4. Run forwards and left, then look at the water.	
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, 4.0-2097	
Does using an older version of Dolphin solve your issue? If yes, which versions of Dolphin used to work? Not sure, this issue has existed since 4.0 at the very least.	
What are your PC specifications? (including, but not limited to: Operating System, CPU and GPU) Windows 7 x64, i5 3570K @4.1 GHz, Nvidia Asus GTX 660	
Are you using the 32 or the 64 bit version of Dolphin? 64	
Is there any other relevant information? (e.g. logs, screenshots, configuration files) <a href="https://forums.dolphin-emu.org/attachment.php?aid=11625">https://forums.dolphin-emu.org/attachment.php?aid=11625</a>	

#### History

#1 - 07/14/2014 04:07 AM - jimmyli1528

The static-like artifacts are unrelated. <https://code.google.com/p/dolphin-emu/issues/detail?id=7439>

**#2 - 07/14/2014 05:02 AM - phire**

Could you record a 1 frame FIFO log of this?

**#3 - 07/14/2014 05:31 AM - xtrafear**

<https://dl.dropboxusercontent.com/u/61045381/sunshine-water2.zip>

Another spot that gave me issues, although I found it on a little outdated branch.

**#4 - 07/14/2014 05:51 AM - xtrafear**

<https://dl.dropboxusercontent.com/u/61045381/sunshine-water3.zip>

There is fifo log of location he showed in screenshot.

**#5 - 10/14/2014 07:49 AM - JMC4789**

- Status changed from New to Accepted

**#6 - 05/02/2020 02:06 PM - toadandthemole**

- File SMS-11990.PNG added

This appears to still be an issue, tested on 11990 - darker hue is because a complete game save was not used

**#7 - 01/15/2021 03:44 AM - ZephyrSurfer**

There is a PR for this: <https://dolp.in/pr9424>

**#8 - 01/15/2021 07:46 AM - JosJuice**

- Status changed from Accepted to Fix pending

**#9 - 03/01/2021 02:27 PM - JosJuice**

- Fixed in set to 5.0-13622

- Status changed from Fix pending to Fixed

<https://dolphin-emu.org/download/dev/a3548142402be095d43c62aa3ea4e8e5da964183/>

**Files**

---

SMS-11990.PNG	633 KB	05/02/2020	toadandthemole
---------------	--------	------------	----------------