

## Emulator - Emulator Issues #7659

### Dolphin for Android, OpenGL ES shaders fail to compile on stock Moto X.

09/16/2014 05:03 PM - ds84182

<b>Status:</b> Won't fix	<b>% Done:</b> 0%
<b>Priority:</b> Normal	
<b>Assignee:</b> Sonicadvance1	
<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? All games	
Game ID? ALGMS1	
What's the problem? Describe what went wrong in few words. Pixel shaders fail to compile.	
What did you expect to happen instead? For shaders to compile.	
What steps will reproduce the problem? 1. Get a Moto X (this may affect all Ardeno GPUs) 2. Get the latest dolphin 3. Turn on OpenGL ES	
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? Affects all Dolphin for Android versions.	
Does using an older version of Dolphin solve your issue? If yes, which versions of Dolphin used to work? None.	
What are your PC specifications? (including, but not limited to: Operating System, CPU and GPU) Adreno 320	
Is there any other relevant information? (e.g. logs, screenshots, configuration files) Bad pixel shaders <a href="http://hastebin.com/raw/arucefupol">http://hastebin.com/raw/arucefupol</a> There are hundreds of them...	

#### History

#1 - 09/16/2014 05:10 PM - ds84182

Also, this causes a black screen when you attempt to run games with the OpenGL ES renderer. Was really look9ng forward to seeing Kirby Air Ride boot on my phone...

**#2 - 09/21/2014 09:07 PM - JMC4789**

- *Status changed from New to Questionable*

Is this fixed in newer drivers?

**#3 - 09/22/2014 04:52 AM - ds84182**

Possibly, but I would have to wait until Android L rolls out for any driver updates.

**#4 - 02/27/2015 04:17 PM - ds84182**

Whatever, revisiting this, and it turns out that the Adreno drivers cannot bit shift ivecs by scalars or other ivecs. You can only do component by component. It's a simple bug to fix, but it requires MORE DRIVER SPECIFIC FIXES! YAY!

**#5 - 03/13/2016 08:10 PM - Sonicadvance1**

- *Status changed from Questionable to Won't fix*

We no longer support any devices that have this issue.