

## Emulator - Emulator Issues #8350

### GameCube Service Disc-Poorly Rendered Text

03/13/2015 03:32 AM - kolano

<b>Status:</b> Duplicate	<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? US GameCube Service Disc	
Game ID? 301E01	
What's the problem? Describe what went wrong in few words. Text is rendered with odd black blips.	
What did you expect to happen instead? Text to be rendered without black blips.	
What steps will reproduce the problem? 1. Start the GameCube Service Disc 2. Observe problems with text on initial screen	
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? 4.0-5823	
Does using an older version of Dolphin solve your issue? If yes, which versions of Dolphin used to work? Unknown	
What are your PC specifications? (including, but not limited to: Operating System, CPU and GPU) Windows 7, Intel Core i7-960, nVidia GeForce 580	
Is there any other relevant information? (e.g. logs, screenshots, configuration files) <a href="https://wiki.dolphin-emu.org/index.php?title=File:Service_Disc-Poorly_Rendered_Text.jpg">https://wiki.dolphin-emu.org/index.php?title=File:Service_Disc-Poorly_Rendered_Text.jpg</a>	
<b>Related issues:</b>	
Is duplicate of Emulator - Emulator Issues #8362: Make IPL fonts width-compat...	<b>Fix pending</b>

#### History

#1 - 03/13/2015 05:06 AM - kolano

This can be corrected by using font\_ansi.bin extracted from a real GameCube bios.

**#2 - 03/13/2015 04:21 PM - JMC4789**

*- Status changed from New to Questionable*

We use unofficial font files; I don't think this is fixable.

**#3 - 03/13/2015 05:56 PM - kolano**

It should be fixable with a font more closely aligned with the GC BIOS font. Finding such a font that is freely available is the problem.

**#4 - 04/14/2015 01:43 AM - Stevoisiak**

Actually, the text looks just fine in 4.0-1308

**#5 - 04/14/2015 01:46 AM - pauldacheez**

Stevoisiak, that's 'cause 1308 had the official fonts illegally included. >\_>

**#6 - 06/08/2015 12:12 AM - JMC4789**

*- Status changed from Questionable to Invalid*

It wasn't official fonts, it was reverse engineered fonts from another emulator. If someone wants to make an issue report for making a more size appropriate unofficial font, feel free.

**#7 - 06/08/2015 02:49 AM - kolano**

Unclear that this issue is invalid, it certainly is a problem for Dolphin /wo a BIOS image.

**#8 - 06/08/2015 02:49 AM - kolano**

Created a new issue, 8653, for the font revision enhancement.

**#9 - 06/08/2015 05:39 AM - JosJuice**

*- Status changed from Invalid to Duplicate*