

## Emulator - Emulator Issues #8606

### Mario Party 7: Message Box Seams since tev\_fixes\_new

05/29/2015 11:45 AM - Sleixorz

<b>Status:</b> Accepted	<b>% Done:</b> 0%
<b>Priority:</b> Low	
<b>Assignee:</b>	
<b>Category:</b> GFX	
<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> Future	<b>Relates to maintainability:</b> No
<b>Regression:</b> Yes	<b>Regression start:</b>
<b>Relates to usability:</b> No	<b>Fixed in:</b>
<b>Description</b>	
Game Name?	
Mario Party 7	
Game ID?	
GP7E01	
What's the problem? Describe what went wrong in few words.	
Texture seams appear on the left edge of message boxes. Having anisotropic filtering on makes even more seams appear across the whole message box.	
What did you expect to happen instead?	
The message boxes render without seams.	
What steps will reproduce the problem?	
<ol style="list-style-type: none"><li>1. Start up the game normally</li><li>2. Get to a point in the game where a message box appears (Main menu and in-game)</li></ol>	
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?	
4.0-6450 Various builds between 4.0 and 4.0-6450	
Does using an older version of Dolphin solve your issue? If yes, which versions of Dolphin used to work?	
It seems to work as intended from 4.0 to 4.0-1146. There's a gap between 4.0-1146 and the next build listed on the site (4.0-1192) that I couldn't test. The issue happens on 4.0-1192.	
What are your PC specifications? (including, but not limited to: Operating System, CPU and GPU)	
Windows 8.1 x64 Intel Core 2 Quad Q8400 @2.66 GHz Nvidia GeForce GTX 460 (Driver version 352.86)	

4GB ram

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

Screenshots taken from 4.0-6450

Native:

<http://i.imgur.com/BEILEmj.png>

Native + AF 16x:

<http://i.imgur.com/loYYtEO.jpg>

4x Native:

<http://i.imgur.com/4epCdFB.png>

4x Native + AF 16x:

<http://i.imgur.com/jiWLaEw.png>

Tested primarily with OpenGL, though D3D seems to have a similar issue.

## History

---

### #2 - 05/29/2015 12:20 PM - Maylmlae

The mario party games are notorious for little alignment issues in those textboxes, which are revealed with higher internal resolutions and (especially) anisotropic filtering. But in every case I know of, they are perfectly fine at 1x Native. The misalignment at 1x native without any enhancements is definitely different!

JMC47, can you test this and make a fifolog of it?

### #3 - 05/29/2015 07:50 PM - JMC4789

- Status changed from New to Accepted

It's true.

### #5 - 05/30/2015 04:22 AM - Maylmlae

- Category set to gfx

- Regression set to Yes

- Priority set to Low

### #6 - 06/08/2015 12:00 AM - JMC4789

- Priority changed from Low to Normal

- Milestone set to Current

Graphical regressions in popular games should be considered a blocking issue unless someone else disagrees. Including future me.

### #7 - 06/09/2015 09:49 PM - Cetacea3691

Fifolog 7-Zip archive

[https://mega.nz/#!yxRWUJIKlc5-9ncWNcd3VAMgOVr7B1lCe6zFjgNDtLsrS9eaeF\\_Y](https://mega.nz/#!yxRWUJIKlc5-9ncWNcd3VAMgOVr7B1lCe6zFjgNDtLsrS9eaeF_Y)

### #8 - 06/23/2015 06:31 PM - JMC4789

- Priority set to Low

It's likely that this will not be fixed for the next release. If someone does want to look into it, we'll keep this on current for now.

**#9 - 06/23/2015 09:05 PM - JMC4789**

Added to fifo-ci -> <https://fifoci.dolphin-emu.org/dff/mp7-text/>

**#10 - 06/25/2015 09:46 PM - Armada**

- Milestone changed from *Current* to *Future*

Seems this issue is related to pixel center inaccuracies. This problem is difficult to debug therefore I propose we postpone this issue to the next stable.

**#11 - 05/13/2019 12:07 AM - kolano**

There are likely a lot of these "seams" / sprite alignment issues. They should probably be gathered up to a singular ticket. Here are at least a few of them...

- Hollywood Squares Texture Seams: <https://bugs.dolphin-emu.org/issues/9612>
- Sexy Poker - Texture Seams on Opponents: <https://bugs.dolphin-emu.org/issues/9464>
- Blaster Master: Overdrive NTSC Visible Background Tile Edges: <https://bugs.dolphin-emu.org/issues/6833>