

Emulator - Emulator Issues #8859

Star Wars - Rogue Squadron III Transparent Object Layering

08/12/2015 04:07 AM - kolano

Status: Fixed	% Done: 0%
Priority: Normal	
Assignee:	
Category:	
Target version:	
Operating system: N/A	Relates to performance: No
Issue type: Bug	Easy: No
Milestone:	Relates to maintainability: No
Regression: No	Regression start:
Relates to usability: No	Fixed in: 5.0-14092
Description	
Game Name? Star Wars - Rogue Squadron III - Rebel Strike	
Game ID? GLRE64	
What's the problem? Describe what went wrong in few words. Transparent objects are not layered appropriately	
What did you expect to happen instead? Transparent objects to be obscured by objects on top of them.	
What steps will reproduce the problem? 1. Select game slot 2. Observe videos not obscured by round reticules in select mission screen 3. Start "Revenge of the Empire" 4. Enter X-wing 5. Wait for text scroll 6. Observe rocket exhaust on Empire ships	
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? 4.0-7207	
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 960, NVIDIA 580	
Is there any other relevant information? (e.g. logs, screenshots, configuration files) https://wiki.dolphin-emu.org/index.php?title=File:Star_Wars_Rogue_Squadron_III-Transparent_Objects.jpg	

History

#1 - 08/12/2015 06:06 PM - JMC4789

- Status changed from New to Accepted

This is due to EFB Access to CPU + the games anti-aliasing. phire knows more than me.

#2 - 08/18/2015 06:20 AM - MayImilae

According to the wiki entry, this does not happen in OGL 4.4. Is that right? If so, does this still occur with fastdepth off?

#3 - 08/18/2015 06:26 AM - kolano

I'm not sure, an unknown IP editor was responsible for that. I don't have a wide enough set of hardware to test such.

#4 - 08/19/2015 11:26 AM - JMC4789

lol whoever posted that is completely wrong.

#5 - 08/19/2015 11:28 AM - phire

Yeah, completely wrong.

This is confirmed as an issue with efb zbuffer peeks

#6 - 12/11/2015 04:24 AM - kolano

~~This seems to have been fixed recently. I'd guess it was the update that fixed a similar layering issue in another title, but I can't remember what it was.~~

#7 - 12/11/2015 04:36 AM - kolano

Sorry, no, I just had "Skip EFB Access from CPU" ticked so the related effect wasn't being shown.

#8 - 05/05/2021 12:22 PM - Miksel12

This has be fixed by 5.0-14092.

#9 - 05/05/2021 12:23 PM - JosJuice

- Fixed in set to 5.0-14092

- Status changed from Accepted to Fixed

<https://dolphin-emu.org/download/dev/4b827f3ae9c0931aea3f0cb759aae8f182e05945/>