

## Emulator - Emulator Issues #8881

### Star Wars - Rogue Squadron II and III - Video Overlaying Backdrop has very visible edges.

08/17/2015 08:59 AM - kolano

<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>	5.0-7151

#### Description

Game Name?

Star Wars - Rogue Squadron III - Rebel Strike

Game ID?

GLRE64

What's the problem? Describe what went wrong in few words.

Fade-out/Fade-in transitions are missing between scenes.

What did you expect to happen instead?

Transitions to occur as on GC/Wii.

What steps will reproduce the problem?

1. Select game slot
2. Start "Revenge of the Empire"
3. Enter X-wing
4. Wait for text scroll
5. After the Death Star explodes the scene should fade out, and then back in to the ship flyby.

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 i7-960, 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-Video\\_edges.jpg](https://wiki.dolphin-emu.org/index.php?title=File:Star_Wars_Rogue_Squadron_III-Video_edges.jpg)

<https://youtu.be/iRU6XtXd2vo?t=2m12s>

#### History

#1 - 08/17/2015 11:10 AM - JMC4789

Can confirm this happens as well.

**#2 - 08/17/2015 03:05 PM - ventus11223**

Happens with me as well, but isn't it well-known that Rogue Leader and Rebel Strike have lots of issues right now since they're still only recently able to be emulated?

**#3 - 08/20/2015 08:48 AM - JMC4789**

It's important regardless.

**#4 - 09/07/2015 02:24 AM - phire**

The transitions happen if you use RealXFB.

**#5 - 09/11/2015 05:18 PM - kolano**

I had tested that, as I had initially thought the same thing, but it's not true. Just retested to make sure, same issue is seen regardless of XFB setting.

**#6 - 11/06/2015 08:21 AM - JMC4789**

*- Subject changed from Star Wars - Rogue Squadron III Scene Transitions to Star Wars - Rogue Squadron II and III - Video Overlaying Backdrop has very visible edges.*

This issue is weirdly worded. Basically, in certain cutscenes they play footage of the movies (like the death star explosion) over their own backdrop of stars.

**#7 - 05/11/2016 05:02 PM - nael.masood**

This bug doesn't actually capture what the issue actually is. What's going on is that on the original hardware, there's a fade to black after the movies play that fades back in to gameplay very quickly. What happens on Dolphin is that this fade to black isn't emulated, so the game awkwardly moves the video over a bit before switching to the gameplay - a transition that is hidden by the fade to black on the original hardware.

The YouTube video in the original report shows what happens with the game on the original hardware. The YT vid I'm about to link show the same scene running on Dolphin, albeit an older version - pay attention to what happens after the video finishes at around the 2:00 mark:

<https://www.youtube.com/watch?v=YFzITM-6AvE>

I don't have Rogue Leader to test against newer builds, but I do have a game that has a similar problem - Soulcalibur II makes use of these fade-to-black transitions as well for switching scenes but because Dolphin can't emulate them, the transitions are awkward jump cuts to a new scene instead. I previously filed a bug for Soulcalibur II's lack of fades at Issue:8429, but there hasn't been much movement on that bug there since the switch to the new issue tracker. I can confirm these issues still happen on SCII on build 4.0-9308, and it happens regardless of the XFB setting.

**#8 - 05/11/2016 05:06 PM - JMC4789**

That's true, Dolphin is missing some kind of fade in a lot of games.

**#9 - 05/17/2016 03:12 PM - LtRoyalShrimp**

From Julian Eggebrecht:

The video is a additive alpha layer over the background. The video itself is mjpeg.

**#10 - 12/11/2017 12:26 AM - kolano**

This worsened a bit with Hybrid XFB, as the transitions now render as bright purple. Requires XFB to Texture disabled to render appropriately.

**#11 - 12/11/2017 01:40 AM - JMC4789**

that's not any worse? They rendered bright green before in RS3

**#12 - 05/02/2018 05:38 PM - JMC4789**

- *Fixed in set to 5.0-7151*

- *Status changed from New to Fixed*

This is fixed.