

Emulator - Emulator Issues #9113

Super Mario Galaxy - Cosmic Mario Shell is Messed Up Texturally

11/21/2015 04:38 AM - wildgoosespeeder

Status: Working as intended	% 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:

Description

Game Name?

Super Mario Galaxy

Game ID? (right click the game in the game list, properties, info tab)

RMGE01

MD5 Hash? (right click the game in the game list, properties, info tab, MD5 Hash: Compute)

f99a97f9ae4dccd1db45e9aaab9cebd8

What's the problem? Describe what went wrong.

See pictures.

What steps will reproduce the problem?

Just play Sea Slide Galaxy Cosmic Comet mission.

Which versions of Dolphin did you test on? Does using an older version of Dolphin solve your issue? If yes, which versions of Dolphin used to work?

4.0-8197

What are your PC specifications? (CPU, GPU, Operating System, more)

Windows 8.1
Intel Core i5-3210M @ 2.5GHz
NVIDIA GeForce 610M
12GB PC3-12800 RAM

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

Attached.

History

#1 - 11/21/2015 04:40 AM - JMC4789

Try toggling fast-depth/EFB2RAM, etc.

#2 - 11/21/2015 04:44 AM - wildgoosespeeder

JMC4789 wrote:

Try toggling fast-depth/EFB2RAM, etc.

Doesn't work.

#3 - 11/21/2015 04:47 AM - JMC4789

Also, as someone who hasn't played the game in a while, saying which area it is in, or how far in teh game I have to be would be nice. The whole, "how do you reproduce it, considering that the person testing may never have played the game" thing really means it. I have thousands of games on my Dolphin game list, I don't have time to memorize where every level is in every game.

#4 - 11/21/2015 04:48 AM - phire

Could you record and upload a 3-4 frame fifo log of this bug?

See the [wiki for instructions](#)

#5 - 11/21/2015 05:05 AM - JMC4789

- Status changed from New to Accepted

After finding the level, can confirm.

#6 - 11/21/2015 05:13 AM - wildgoosespeeder

JMC4789 wrote:

Also, as someone who hasn't played the game in a while, saying which area it is in, or how far in teh game I have to be would be nice. The whole, "how do you reproduce it, considering that the person testing may never have played the game" thing really means it. I have thousands of games on my Dolphin game list, I don't have time to memorize where every level is in every game.

I attached a save. It has all stars collected. Extract the "00010000" folder to %HOMEDRIVE%%HOMEPATH%\Documents\Dolphin Emulator\Wii\title. General information about Sea Slide Galaxy:
http://www.mariowiki.com/Sea_Slide_Galaxy

#7 - 11/21/2015 05:13 AM - wildgoosespeeder

- File Super Mario Galaxy.zip added

#8 - 11/21/2015 05:16 AM - JMC4789

I went through and did a general diagnostic on things. Software Renderer doesn't get around it, OGL/D3D look identical, no settings affect it. Tried a few fancy thing like FPRF in case it was CPU side, but doesn't seem to affect it.

#9 - 04/29/2018 11:09 AM - JMC4789

In latest development builds, we've added the ability to go into pure EFB Copy to RAM. this fixes the issue. Add this to gfx.ini to verify under hacks.

DisableCopyToVRAM = True

#10 - 05/03/2018 08:36 AM - JMC4789

- Status changed from Accepted to Working as intended

Actually just regular EFB Copies to RAM resolves it.

Unfortunately it's a slowdown for a minor effect, so I don't see anyone moving to fix it right away. You can use slower settings and it'll work, at least.

Files

RMGE01-5.png	1.46 MB	11/21/2015	wildgoosespeeder
Cosmicclone[1].jpg	40.3 KB	11/21/2015	wildgoosespeeder
Super Mario Galaxy.zip	19.1 KB	11/21/2015	wildgoosespeeder