

Emulator - Emulator Issues #9236

Avatar: The Burning Earth - FMVs played back incorrectly on D3D/OGL

01/08/2016 09:31 PM - JMC4789

| | |
|---------------------------------|---------------------------------------|
| Status: Accepted | % 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?

Avatar: The Last Airbender - The Burning Earth - RVAE78

What's the problem? Describe what went wrong.

The FMVs are intermittently garbled (1 frame every so often?)

What steps will reproduce the problem?

Beat the tutorial boss and watch some cutscenes.

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?

4.0-8627, 4.0.2. The cutscenes are much, much, much better in the latest builds. They were much worse before. In newer builds, most of the frames render somewhat correctly, in 4.0.2, there are very few frames that render correctly at all. Could be related to the EA VP6 video stuff?

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

Core i5 3570K, GTX 760, Windows 7

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

Software renderer works, and fifologs carry the bug across backends; and therefore are useless for fifoci.

History

#1 - 01/08/2016 09:36 PM - JMC4789

- File AvatarFMVs.jpg added

#2 - 01/08/2016 11:01 PM - ZephyrSurfer

Can you test using an AMD card?

#3 - 01/08/2016 11:10 PM - JMC4789

It's probably not directly related to VP6; VP6 retains behavior in fifologs.

#4 - 08/09/2017 12:42 AM - JMC4789

- Status changed from New to Accepted

Files

| | | | |
|---------------|---------|------------|---------|
| AvatarFMs.jpg | 91.6 KB | 01/08/2016 | JMC4789 |
|---------------|---------|------------|---------|