

Emulator - Emulator Issues #9405

Many areas are unplayable

03/04/2016 05:18 PM - SoaringHawk820

| | |
|---|---------------------------------------|
| Status: Duplicate | % 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? | |
| Paper Mario: The Thousand Year Door | |
| Game ID? (right click the game in the game list, properties, info tab) | |
| G8ME01 | |
| MD5 Hash? (right click the game in the game list, properties, info tab, MD5 Hash: Compute) | |
| db9a997a617ee03bbc32336d6945ec02 | |
| What's the problem? Describe what went wrong. | |
| At many points, events fail to actually happen and the game essentially freezes. Some examples of what isn't working include Professor Frankly's Gate not opening, the warp pipe to Hooktail's Castle not appearing, the secret entrance to the Great Tree in Chapter 2 not showing up, and the Jackie's hives not being destroyed. | |
| What steps will reproduce the problem? | |
| Go to any of these spots in the game and try to progress to the next section of the game | |
| 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 - 9081 | |
| What are your PC specifications? (CPU, GPU, Operating System, more) | |
| Mac OS X 10.11.3 2.8 GHz Intel Core i7 Intel Iris Pro 1536 MB 16 GB RAM | |
| Is there any other relevant information? (e.g. logs, screenshots, configuration files) | |
| [Anything else here] | |
| Related issues: | |
| Is duplicate of Emulator - Emulator Issues #8931: Bounding box emulation only... | Questionable |

History

#1 - 03/04/2016 05:20 PM - Sonicadvance1

- Status changed from New to Working as intended

This is due to OSX only supporting GL 4.1 and the feature required to emulate the bounding box feature that these games require in order to run requires GL 4.2 or ES 3.1.

#2 - 03/04/2016 05:23 PM - degasus

https://wiki.dolphin-emu.org/index.php?title=Paper_Mario:_The_Thousand-Year_Door#Professor_Frankly.27s_Gate

@Sonic: Nope, OSX support 4.2, but we require 4.3 for bounding box emulation.

Feel free to use bootcamp to try dolphin in windows. It should be both faster (because of a bit better GL and much better D3D driver) and more stable (on windows, the OGL driver supports 4.3)

#3 - 05/03/2017 02:37 PM - JosJuice

- Is duplicate of Emulator Issues #8931: Bounding box emulation only works when SSBO is supported added

#4 - 05/03/2017 02:37 PM - JosJuice

- Status changed from Working as intended to Duplicate