Emulator - Emulator Issues #9499

Starfox Assault no longer seems to require FPRF

04/25/2016 08:26 PM - JMC4789

Status:	Won't fix	**% 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?

Starfox Assault - GF7E01, GF7J01
Starfox Assault Demo in D72E01

What's the problem? Describe what went wrong.

We've set FPRF to default in Starfox Assault for a very long time due to a bug with the stage 1 boss disappearing in the distance because it basically gets culled by the game. This game employs a very weird system for culling that seems entirely based upon how much it can render; and thus Dolphin's CPU settings heavily affect it. Using FPRF must have changed this enough to fix it, but, phire's change (https://github.com/dolphin-emu/dolphin/pull/3601) has made it so FPRF is no longer needed. I tested the game on bronze, silver, and gold difficulty before and after the change. before the change, when the boss does its rock throw attack, it disappears during the animation. Now it doesn't, even with FPRF off. This is a slight performance boost for the game.

I would like a second person to verify this before we make any kind of change, though.

History

#1 - 04/25/2016 08:28 PM - JMC4789

Note: The demo didn't have FPRF enabled by default anyway, but, I figured i'd include it for the sake of completion that I tested multiple revisions of the game. I also tested the japanese version.

#2 - 04/30/2016 07:22 AM - phire

FPRF really shouldn't effect emulation speed, not in single core mode anyway.

#3 - 09/02/2017 03:55 PM - ryanebola16

I have GFZE01 and I tested FPRF both enabled and disabled on 5.0-5328. I cleared the 1st stage (bronze difficulty) and started the 2nd stage's intro video both times. No noticeable problems occurred with FPRF disabled.

Win 10 Pro x64
Intel Core i7-4702MQ CPU @2.20GHz
GeForce GT 750M
GeForce Game Ready Driver 385.41

#4 - 09/02/2017 03:57 PM - ryanebola16

I meant tested on GF7E01

#5 - 12/19/2017 06:34 AM - ryanebola16

See [#10719](#)
For Dolphin 5.0-6033 on Android, FPRF is still needed.

#6 - 05/23/2018 09:07 PM - JMC4789

- Status changed from New to Won't fix

I'm going to determine that the extra performance doesn't matter and being more accurate isn't bad.