

## Emulator - Emulator Issues #9610

### Enter the Matrix - Lighting Issues (OGL/D3D11/Vulkan) Software Works Properly

06/20/2016 08:54 AM - JMC4789

<b>Status:</b> Accepted	<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>
<b>Description</b>	
<b>Game Name?</b>	
Enter the Matrix - GMXE70	
<b>What's the problem? Describe what went wrong.</b>	
The lighting seems to come in and out as you walk, flickering into and out of existence at very, very sharp lines.	
<b>What steps will reproduce the problem?</b>	
Walk around almost any area and notice a subtle darkening/brighting of the screen.	
<b>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?</b>	
People claimed that D3D used to work (pointing toward a depth issue?) but I wasn't able to find a recent build that worked. I tested in 4.0-9469.	
Fast depth/slow depth do not affect it. Fifologs don't work; the bug gets baked into it.	
<b>What are your PC specifications? (CPU, GPU, Operating System, more)</b>	
Core i5-3570K, GTX 760, Windows 10.	
<b>Is there any other relevant information? (e.g. logs, screenshots, configuration files)</b>	
Images will be provided below.	

#### History

##### #1 - 06/20/2016 09:02 AM - JMC4789

This appears to be related to character shadows; they render on SW but don't show up on the hardware renderers.

##### #2 - 06/20/2016 09:27 AM - JMC4789

- File GMXE70-3.png added

- File GMXE70-1.png added

##### #3 - 06/20/2016 09:29 AM - phire

Looks like a Blending issue.

**#4 - 08/09/2017 12:50 AM - JMC4789**

- Status changed from New to Accepted

**#5 - 05/25/2018 03:07 PM - JMC4789**

- Subject changed from Enter the Matrix - Lighting Issues (OGL/D3D11/D3D12) Software Works Properly to Enter the Matrix - Lighting Issues (OGL/D3D11/Vulkan) Software Works Properly

It's probably a blending issue as suggested, but, nothing seems to have fixed it including the new logicop stuff.

**Files**

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GMXE70-3.png	232 KB	06/20/2016	JMC4789
GMXE70-1.png	688 KB	06/20/2016	JMC4789