

Emulator - Emulator Issues #9875

Mirrors in Silent Hill: Shattered memories bug out when viewed at different angles

11/04/2016 09:01 AM - chromestalker

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?

Silent Hill: Shattered Memories

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

R5WEA4

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

b7e307e8dedac206a26881e9dfcb783a

What's the problem? Describe what went wrong.

Mirror in the male bathroom at the beginning of the game exhibits some strange behavior when viewed at different angles.

What steps will reproduce the problem?

Dx11/Dx12 background, unsure of opengl or vulkan

Play the game shortly past the very start and get to the male bathroom, place your back close to the wall and

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?

5.0-1228

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

980 ti classified
5930k

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

Bugging out:
<http://i.imgur.com/HMxW1Vh.jpg>
<http://i.imgur.com/alvQd0D.jpg>

Normal:
<http://i.imgur.com/MVF9jMs.jpg>

This is at 1x IR

History

#1 - 11/04/2016 09:02 AM - JMC4789

I'm 99% sure this happens on console too. This is just how the mirrors are coded.

#2 - 11/04/2016 09:23 AM - chromestalker

My wii no longer functions so I cannot test it to verify.

#3 - 11/04/2016 09:24 AM - JMC4789

I have the game and can try to verify it later.

#4 - 11/04/2016 09:26 AM - chromestalker

There's also this lighting on the swing with the ghost on it

<http://i.imgur.com/6PlwUYu.jpg>

The shadow the swing casts is strangr

#5 - 11/13/2016 06:20 PM - chromestalker

Were you able to verify the behavior of the mirrors and swingset?

#6 - 05/23/2018 10:41 AM - JMC4789

...let me verify it right now.

#7 - 05/23/2018 11:08 AM - JMC4789

- *Status changed from New to Working as intended*

Mirrors behave exactly the same as on Console.