

Emulator - Emulator Issues #9948

House of the Dead: Overkill - Dual Core graphical issues.

12/09/2016 12:16 AM - orbea

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 OS: Slackware64-current mesa-2016.11.30_7c16552_master-x86_64-1_git dolphin-emu-2016.12.08_d7dc854-x86_64-1_git When using the Dual Core option with this game it will have severe graphical issues in a few specific locations. One example is shortly after starting a new game as seen in the apitrace below. Disabling Dual Core significantly slows the game down and solves the graphical issues. The issue was replayable using apitrace with both nouveau and amd. Apitrace: http://ks392457.kimsufi.com/orbea/stuff/trace/dolphin-emu-hotd-overkill.trace.xz	
Related issues: Is duplicate of Emulator - Emulator Issues #9940: House of the Dead Overkill ... Duplicate	

History

#1 - 12/09/2016 12:44 PM - mstreurman

Issues don't exist in Windows 10 x64, as far as I can see.

#2 - 12/09/2016 12:46 PM - JMC4789

Slower computers will have more issues in dualcore. By design, it allows the host state to leak into the emulated state.

Your reprieve is to use single core.

#3 - 12/09/2016 05:02 PM - orbea

That makes sense and could be the reason as I have a amd fx6350 cpu. That said dual core provides enough speed up that this game is full speed, without dual core its far slower. Getting a new cpu at this point is also prohibitively costly, I'm not really sure where that leaves this issue...

#4 - 12/09/2016 08:04 PM - orbea

This is actually a duplicate of this issue...

<https://bugs.dolphin-emu.org/issues/9940>

Strange I missed it when I explicitly searched for preexisting issues...

#5 - 12/10/2016 08:27 AM - JosJuice

- *Status changed from New to Duplicate*

Since you say so, I'll mark this as a duplicate.

#6 - 12/10/2016 08:27 AM - JosJuice

- *Is duplicate of Emulator Issues #9940: House of the Dead Overkill crash on Vulkan and unusable on OpenGL added*