Emulator - Emulator Issues #9966

Tow cable is invisible in Lego Star Wars II: The Original Trilogy

12/17/2016 06:33 AM - carrotfear666

Status:	New	**% 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?

Lego Star Wars II: The Original Trilogy

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

GL7E64

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

12be79c1b0b1c16a8239cc428328b61d

What's the problem? Describe what went wrong.

The tow cable on the snow speeder is invisible in the Hoth flying level. The cable works fine, it's just invisible.

What steps will reproduce the problem?

I played the level as normal in OpenGL at native resolution. Anti aliasing was off. Anisotropic filtering was at x1.

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?

5.0-1480-x64

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

gtx 970, i5 processor, windows 7

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

[Anything else here]

History

#1 - 12/18/2016 05:14 PM - carrotfear666

- File GL7E64-6.png added

#2 - 12/18/2016 05:29 PM - Helios

Does this happen in 5.0 stable?

#3 - 12/18/2016 11:35 PM - carrotfear666

No, it works fine in the stable version. I should note that in the dev build, the cable is invisible when the enemies use it as well.

#4 - 08/07/2017 04:25 PM - JosJuice

Please bisect so that we know which build introduced the problem.

Files

GL7E64-6.png	416 KB	12/18/2016	carrotfear666