

## Emulator - Emulator Issues #10448

### Savestates are not deterministic

08/09/2017 12:08 AM - JMC4789

<b>Status:</b> Invalid	<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>	
<p>As Stenzek told me the other night, a ton of things aren't saved to savestates meaning that when TASing, you may run into serious problems.</p> <p>REALLY important stuff like:</p> <ul style="list-style-type: none"><li>* EFB Copies</li><li>* Perf Queries</li><li>* NAND</li></ul> <p>And all of that can cause desyncs. Even if all of those were added to savestates, there's no guarantee it'd work. When testing on netplay with RachelB's (RIP) branch, we determined there was a ~50% chance that a savestate even in a GC game with EFB Access/EFB2Tex, it would still desync. There's likely worse bugs out there.</p>	

#### History

##### #1 - 08/09/2017 12:09 AM - JMC4789

- Has duplicate Emulator Issues #7219: 007 Agent Under Fire - Savestate Inaccuracies. added

##### #2 - 08/09/2017 12:49 AM - JMC4789

- Has duplicate Emulator Issues #9573: Savestates created while recording a Wii game don't save whole filesystem state added

##### #3 - 08/09/2017 08:19 AM - JosJuice

This report is too wide to be useful. Making NAND deterministic is one thing, making GPU readback deterministic is another thing, and fixing the other various issues there seem to be is another thing (or several other things). I'd like to close this issue and re-open [issue 7219](#) and [issue 9573](#), but I'll wait 12-24 hours in case you want to offer an opinion on why this shouldn't be closed.

##### #4 - 08/10/2017 09:12 AM - JosJuice

- Has duplicate deleted (Emulator Issues #7219: 007 Agent Under Fire - Savestate Inaccuracies.)

##### #5 - 08/10/2017 09:12 AM - JosJuice

- Has duplicate deleted (Emulator Issues #9573: Savestates created while recording a Wii game don't save whole filesystem state)

##### #6 - 08/10/2017 09:13 AM - JosJuice

- Status changed from New to Invalid