

Emulator - Emulator Issues #11319

Sync/Enable Saves Doesn't Work When Game Switches Mid-Run on Netplay

08/02/2018 07:53 PM - Roadhog360-2

Status:	Fixed	% 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:	5.0-9147

Description

Game Name?

[Put Game Name here]
Super Smash Bros. Brawl
Gecko.elf

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

[Put Game ID here]
RSBE01 (Brawl)
(None for Gecko)

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

[Put MD5 Hash here]
d18726e6dfdc8bdbdad540b561051087 (Brawl)
(No properties for Gecko)

What's the problem? Describe what went wrong.

[Description here]
When using Gecko.elf to launch the Brawl game with mods, the save won't sync for Brawl

What steps will reproduce the problem?

[Reproduction steps here]
1. Use an application that changes the game running like Gecko.elf, for this example
2. Netplay with save sync on
3. Run Gecko.elf, and boot the game
4. The game it changes to will not sync its save, only the first game running with Netplay will

Is the issue present in the latest development version? For future reference, please also write down the version number of the latest development version.

[Version number here]
5.0-8512

Is the issue present in the latest stable version?

[Yes/No and version number here]
Not sure, but I'd assume not.

If the issue isn't present in the latest stable version, which is the first broken version? (You can find the first broken version by bisecting. Windows users can use the tool

<https://forums.dolphin-emu.org/Thread-green-notice-development-thread-unofficial-dolphin-bisection-tool-for-finding-broken-builds>

and anyone who is building Dolphin on their own can use git bisect.)

[First broken version number here (if applicable)]

Ever since sync saves was added, I'd assume.

~~If your issue is a graphical issue, please attach screenshots and record a three frame fifolog of the issue if possible. Screenshots showing what it is supposed to look like from either console or older builds of Dolphin will help too. For more information on how to use the fifoplayer, please check here: <https://wiki.dolphin-emu.org/index.php?title=FifoPlayer>~~

[Attach any fifologs if possible, write a description of fifologs and screenshots here to assist people unfamiliar with the game.]

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

[PC specs here]

Not sure if it matters for this case, but if you need it anyways I will give it.

Is there anything else that can help developers narrow down the issue? (e.g. logs, screenshots, configuration files, savefiles, savestates)

[Anything else here]

Download to Gecko.elf in attachments for those unfamiliar with it. It will launch the default game with codes settings and other mods.

You don't need to set up any mods to reproduce the bug.

Download it and put it in your ISOs folder. Then, set any ISO as the default one; that's what Gecko will launch. Then, host Gecko with netplay and make sure save syncing is on and saves are enabled. You will see that even though they are on, the save will not sync or be enabled, it'll load the target game without a save.

History

#1 - 08/02/2018 07:55 PM - JMC4789

- Status changed from New to Questionable

That's the expected behavior.

We don't have a good way to fix this.

#2 - 08/02/2018 07:55 PM - Roadhog360-2

I can also tell this is an issue with Dolphin and NOT Gecko since without Netplay, such as just running normally or on a real Wii, the save is loaded.

#3 - 08/02/2018 07:56 PM - Roadhog360-2

JMC4789 wrote:

That's the expected behavior.

We don't have a good way to fix this.

Ah, I see. That's a bummer. Thanks for the quick reply; hope a fix is found some time, as I really need my save to work on Netplay.

#4 - 08/02/2018 07:58 PM - Roadhog360-2

JMC4789 wrote:

That's the expected behavior.

We don't have a good way to fix this.

I might have an idea. So the save doesn't actually seem to load AT ALL when the game switches even if it's enabled, so I propose that when syncing saves to enable, you can also choose to sync over saves from multiple games manually at launch.

So in this case, I could choose to sync my Brawl save manually so the bug wouldn't need to be fixed.

#5 - 08/20/2018 07:14 PM - Roadhog360-2

JMC4789 wrote:

That's the expected behavior.

We don't have a good way to fix this.

Hello? Did you see my suggested fix?

#6 - 08/20/2018 08:13 PM - JosJuice

We have seen it, but personally I'm not sure if it's the best solution UX-wise. It's a rather tricky problem to solve in a user-friendly way.

#7 - 08/21/2018 04:54 AM - Roadhog360-2

JosJuice wrote:

We have seen it, but personally I'm not sure if it's the best solution UX-wise. It's a rather tricky problem to solve in a user-friendly way.

Okay. Sorry if I seemed a little bothersome back there it's just I really need saves on Netplay. Please do update this ticket if a solution is ever added.

#8 - 08/21/2018 05:28 AM - JMC4789

I have a second idea that may be a middle - most save-games are stored in a single folder within the NAND, maybe we can just sync that folder? Again, we didn't want things to get too big.

#9 - 08/28/2018 03:28 AM - Roadhog360-2

JMC4789 wrote:

I have a second idea that may be a middle - most save-games are stored in a single folder within the NAND, maybe we can just sync that folder? Again, we didn't want things to get too big.

That sounds like it could work. Again, anything that fixes the issue or works around it is good enough to me.

#10 - 09/14/2018 10:07 PM - Roadhog360-2

I (and probably others) really need this...

#11 - 09/14/2018 11:24 PM - Helios

Do not spam issue reports.

It's a logged issue, and spamming it does nothing but annoy developers.

#12 - 09/14/2018 11:25 PM - Roadhog360-2

Helios wrote:

Do not spam issue reports.

It's a logged issue, and spamming it does nothing but annoy developers.

Spam

I literally wait over 15 days before making another post if anyone doesn't say anything.

In what world is a single message per 15+ days spam?

#13 - 09/14/2018 11:26 PM - Roadhog360-2

I have no idea why that put my text as your quote. I thought me spacing the > before the first two lines of my reply would prevent it from becoming part of the quote.

#14 - 09/14/2018 11:29 PM - Helios

It's spam to make these kinds of posts at all. We know about the issue since it's logged. All it does is ping IRC and make a bunch of people roll their eyes.

What you don't seem to understand is that Dolphin is an unpaid project. We don't have any sort of SLA. The emulator could not boot for anybody at all but there would still be no real *obligation* to fix it (Other than the fact that nobody could work on anything until it is). Issues get fixed when a developer finds the time and motivation to fix it.

So please, we appreciate the time you took to file this issue so we can track it and have it documented but pinging it like this will get you nowhere.

#15 - 09/14/2018 11:30 PM - Roadhog360-2

I understand that... but I actually didn't know this put messages in an IRC room. Sorry about that one.

#16 - 11/23/2018 09:19 AM - Techjar

We decided an option to sync all Wii saves, instead of only the current title ID, is the most elegant way to solve this issue.

<https://dolphin-emu.org/download/dev/1805f51d798113fa839a8f3179360a6e4670c92f/>

#17 - 11/23/2018 04:30 PM - JosJuice

- Fixed in set to 5.0-9147

- Status changed from Questionable to Fixed

Files

Gecko.elf	495 KB	08/02/2018	Roadhog360-2
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