Emulator - Emulator Issues #11622

TAS playback goes out of sync when choosing different Gamecube port option

03/16/2019 03:56 AM - SuperDavid

Status:	Accepted	**% Done:**	0%
Priority:	Normal		
Assignee:			
Category:			
Target version:			
Operating system:	N/A	**Relates to performance:**	No
Issue type:	Bug	**Easy:**	No
Milestone:	Next	**Relates to maintainability:**	No
Regression:	Yes	**Regression start:**	5.0-9494
Relates to usability:	No	**Fixed in:**	

Description

Game Name?

Mario Kart Double Dash and Super Smash Bros. Brawl

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

GM4E01 and RSBE01

What's the problem? Describe what went wrong.

When choosing a different option in Gamecube controller port 1 than what I recorded the .dtm replay with, the replay quickly desyncs.

What steps will reproduce the problem?

Choose "standard controller" for port 1 and record a single lap in a Grand Prix in Double Dash, then play back the replay with port 1 set to "GameCube Adapter for Wii U". The replay will only play correctly if the same option was chosen in port 1 (in this example, standard controller). You can also record with the adapter first and play back with a standard controller for the same result. If the replay was originally made with 4 players, I believe changing what is in the other ports can also mess up the replay. I tested with Smash Bros. Brawl as well, and same problem there.

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

Yes, it's in 5.0-9751.

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.)

I first saw this issue in 5.0-9494, while it doesn't seem to be present in 5.0-9492.

History

#1 - 03/16/2019 08:28 AM - JosJuice

- Regression start set to 5.0-9494

- Regression changed from No to Yes

- Milestone set to Current

- Assignee set to Billiard26

#2 - 03/16/2019 01:16 PM - Billiard26

The change introduced different calibration behavior for fully emulated and passthrough controllers.

I think you'll find the same issue is present for steering wheels or whatever other different devices you try to use.

The real problem is TAS Movies don't save the device type other than "is using bongos" so we just use the UI configured device when playing back a movie.
The DTM file format needs to be fixed to properly support steering wheels and everything else.

#3 - 03/16/2019 01:46 PM - JosJuice

- Assignee deleted (Billiard26)

- Status changed from New to Accepted

#4 - 02/17/2021 08:44 AM - JosJuice

- Milestone changed from Current to Next

Handling saving the selected GameCube controller types is probably best handled as part of the rehaul of the DTM file format that I've been planning to do but still haven't gotten around to. Also, I don't believe this is a critical enough issue to be a 6.0 blocker, because it affects few users, there is an obvious way for the user to fix it (just select the right device), and saving the selected GameCube controller types wasn't implemented in 5.0 (it just happened to not cause desyncs in common cases).