

Emulator - Emulator Issues #11784

MacOS - Updater should not leave "junk" behind in /Applications directory

07/01/2019 07:30 PM - edrozenberg

Status:	Fix pending	% Done:	0%
Priority:	Normal		
Assignee:			
Category:			
Target version:			
Operating system:	OS X	Relates to performance:	No
Issue type:	Bug	Easy:	No
Milestone:	Current	Relates to maintainability:	No
Regression:	No	Regression start:	
Relates to usability:	No	Fixed in:	

Description

Game Name?

[Put Game Name here]

Game ID? (right click the game in the game list, Properties, Info tab)

[Put Game ID here]

MD5 Hash? (right click the game in the game list, Properties, Verify tab, Verify Integrity button)

[Put MD5 Hash here]

What's the problem? Describe what went wrong.

After the Dolphin updater runs, the following are left behind in /Applications:

- Updater.log
- A directory named TempUpdate containing lots of binary files related to the update (39 MB in my case)

Suggestions:

- The Updater should not create any log or temporary files in /Applications. The /Applications directory is for apps only.
- Logs and temp files should be stored in standard MacOS locations such as ~/Library/Logs and /private/var/tmp
- The temp directory TempUpdate should be deleted or at least cleaned out after the update process is complete

What steps will reproduce the problem?

Run a Dolphin update

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 - 5.0-10411 Branch: master
Revision: a4837a5c5dc5d71f4b93dcb2fd5b80c5cfab381a

Is the issue present in the latest stable version?

[Yes/No and version number here]

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)]

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]

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

[Anything else here]

History

#1 - 07/02/2019 11:46 AM - JosJuice

- Milestone set to Current
- Operating system OS X added
- Operating system deleted (N/A)

#2 - 02/27/2020 03:55 AM - edrozenberg

I tested again recently with 5.0-11608 and the issue is still present. Not the end of the world but means manual cleanup of the TempUpdate directory and Updater.log file junk it leaves behind.

#3 - 10/21/2020 08:41 PM - leoetlino

- Status changed from New to Fix pending

<https://github.com/dolphin-emu/dolphin/pull/8915>