

## Emulator - Emulator Issues #11815

### [FEATURE REQUEST] Auto-download compatible Dolphin version when incompatible savestate is opened

08/02/2019 06:49 PM - Jebeld17@gmail.com

<b>Status:</b>	New	<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>I have a lot of saved savestate files from my emulated games over the years, and it gets a little difficult keeping track of the versions of dolphin I've used over the years in relation to the savestate files. There must be a way to get around this "compatibility error" hurdle better - where I'd have to go back manually and re-download the old Dolphin build just to resume an old savestate - in an automated fashion.</p> <p>I have a solution: Upon opening an incompatible saved savestate file, Dolphin:</p> <ol style="list-style-type: none"><li>1. auto-downloads the needed Dolphin build,</li><li>2. auto-installs the needed Dolphin build to a temporary location,</li><li>3. re-opens the savestate file in the new Dolphin build directory, applying the same game's .ini settings and Dolphin settings where possible</li><li>4. deletes the temporary file(s) used in the process after the user closes the session.</li></ol>			

### History

#### #1 - 08/02/2019 06:52 PM - JMC4789

No thanks, automatically doing all of that is far, far, more than a user could expect or want in some cases. The closest thing we could do is put a link to the build in the on-screen display messages and let the user choose whether or not they want to download another build.

#### #2 - 08/03/2019 06:56 PM - Jebeld17@gmail.com

JMC4789 wrote:

No thanks, automatically doing all of that is far, far, more than a user could expect or want in some cases. The closest thing we could do is put a link to the build in the on-screen display messages and let the user choose whether or not they want to download another build.

Even though the users may have not asked for it directly, adding a nice automated feature into the program to do this shouldn't be off the cards. I believe adding more automation into programs increases productivity and saves time.

**#3 - 08/03/2019 07:08 PM - JosJuice**

I don't think it would provide enough value to users to balance out it making things messier on the code side. But a link should be fine.