

Emulator - Emulator Issues #11820

Memory Card Manager may not correctly display game titles/comments if they're not in the first block of data.

08/06/2019 07:04 PM - Pikachu025

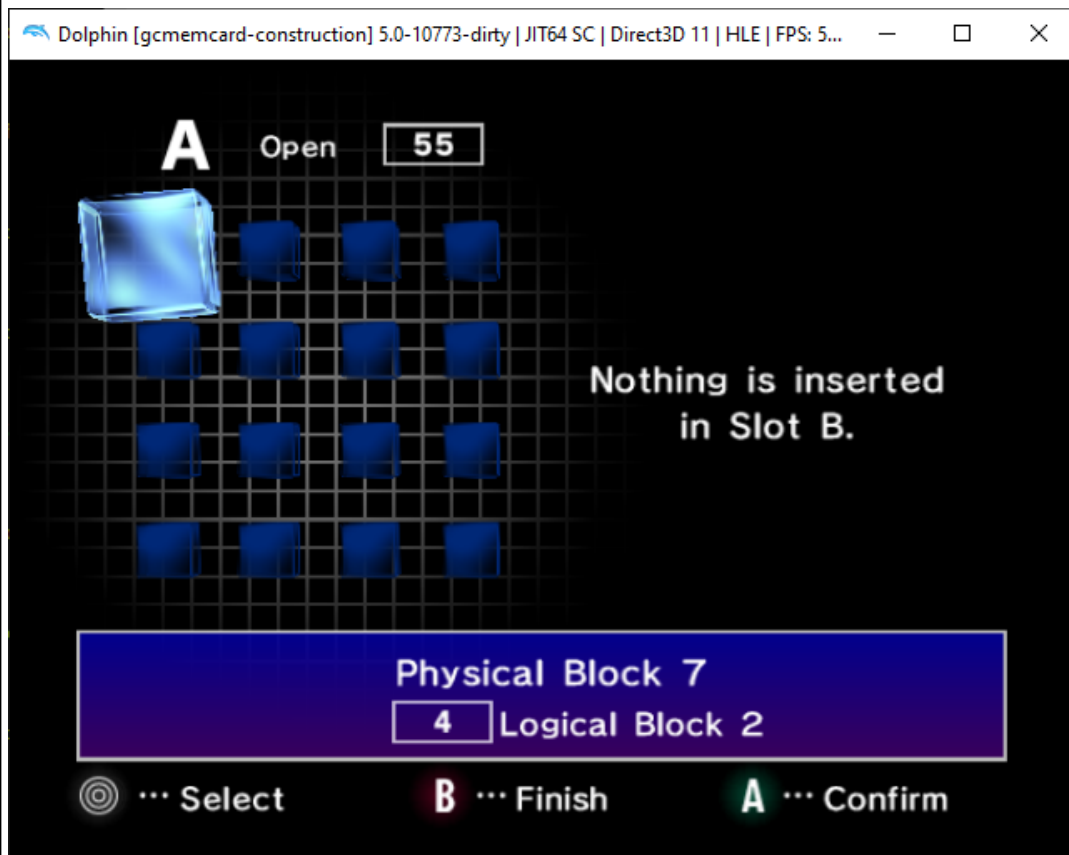
Status:	New	% Done:	0%
Priority:	Normal		
Assignee:			
Category:			
Target version:			
Operating system:	N/A	Relates to performance:	No
Issue type:	Bug	Easy:	No
Milestone:		Relates to maintainability:	No
Regression:	No	Regression start:	
Relates to usability:	No	Fixed in:	

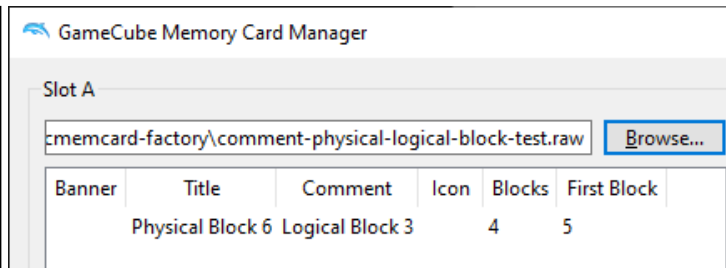
Description

Seems like no game actually does this since it would probably have come up otherwise, but the GC BIOS gives different results to our card manager here.

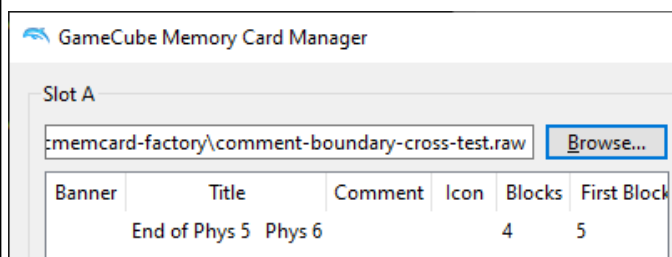
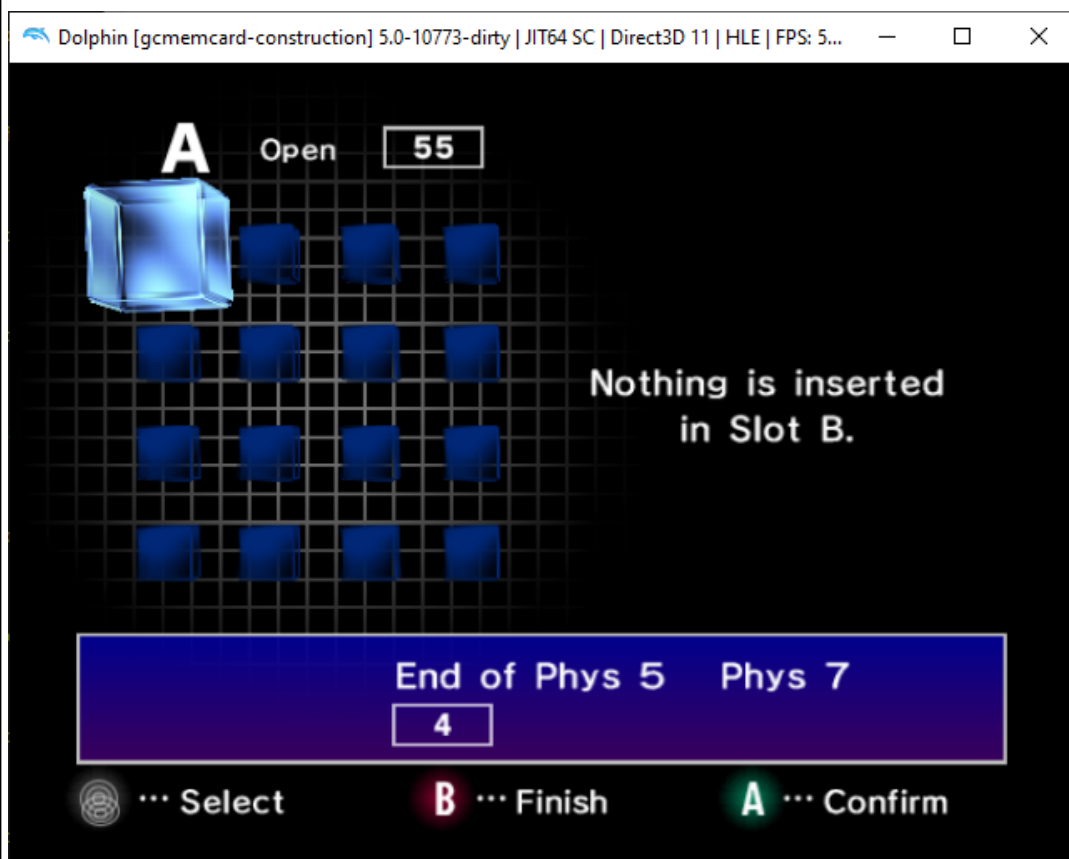
Attached are two handcrafted memory cards that exhibit this incorrect behavior.

The comment-physical-logical-block-test one shows that Dolphin does not correctly follow save blocks and assumes a static offset from the physical on-card location of the first save block:





The comment-boundary-cross-test one shows that although yagcd claims that "The two strings (64 bytes) must fit within one block (8192 bytes), they are not allowed to cross sector boundaries.", this appears to be wrong, as the BIOS untangles this just fine.



I'll PR a fix for this later probably, but just wanted to note this somewhere.

Related issues:

Related to Emulator - Emulator Issues #10600: Memcard Manager crashes with ce...

New

History

#1 - 08/06/2019 07:09 PM - JosJuice

- Related to Emulator Issues #10600: Memcard Manager crashes with certain memory card layouts added

Files

physical-logical-dolphin.png	3.45 KB	08/06/2019	Pikachu025
physical-logical-bios.png	82.7 KB	08/06/2019	Pikachu025

boundary-cross-dolphin.png	3.45 KB	08/06/2019	Pikachu025
boundary-cross-bios.png	80.4 KB	08/06/2019	Pikachu025
comment-boundary-cross-test.7z	526 Bytes	08/06/2019	Pikachu025
comment-physical-logical-block-test.7z	521 Bytes	08/06/2019	Pikachu025