

## Emulator - Emulator Issues #12053

### Pokemon Snap does not save photos to the message board

04/15/2020 12:34 AM - TrivialMan

<b>Status:</b> Accepted	<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>	
<b>Game Name?</b>	
Pokemon Snap	
<b>Game ID?</b> (right click the game in the game list, Properties, Info tab)	
NAKE	
<b>MD5 Hash?</b> (right click the game in the game list, Properties, Verify tab, Verify Integrity button)	
Unknown, saved to my NAND copy. If there's some way to extract that using Dolphin I'd love to know though.	
<b>What's the problem? Describe what went wrong.</b>	
The Wii Virtual Console release of Pokemon Snap had the feature that you could, once per day, save a snapshot from your Gallery to the Wii Message Board. This feature does not seem to function in Dolphin.	
<b>What steps will reproduce the problem?</b>	
(Not part of the bug but explanation of how to get the game to a point to reproduce it)	
Play through the game enough to have at least 1 photo saved in the Album. Then, from the title screen select Gallery. Choose a photo from the Report or Album to add to one of the 4 Gallery spots. Then, choose Enlarge on one of the photos.	
(Bug starts here)	
While Enlarged, use a Wiimote and press the - button (yes, the Wiimote even though this is an N64 Virtual Console title). You will receive a message saying that the photo was posted to the Wii Message Board. Return to the Wii System Menu and view the Wii Message Board only to find out the message and photo is not there.	
<b>Is the issue present in the latest development version? For future reference, please also write down the version number of the latest development version.</b>	
Yes. Version 5.0-11843	
<b>Is the issue present in the latest stable version?</b>	
Unsure. I cannot load my NAND in Dolphin 5.0 and do not have a way to play the game without it.	
<b>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 <a href="https://forums.dolphin-emu.org/Thread-green-notice-development-thread-unofficial-dolphin-bisection-tool-for-finding-broken-builds">https://forums.dolphin-emu.org/Thread-green-notice-development-thread-unofficial-dolphin-bisection-tool-for-finding-broken-builds</a> and anyone who is building Dolphin on their own can use git bisect.)</b>	

I suspect that bisection would only lead me to the first build that supports my NAND.

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

Windows 10, I doubt the rest is relevant.

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

A log with all info enabled from right before I attempted to post the photo to the message board up until I ended emulation a moment later is attached.

## History

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### #1 - 04/15/2020 12:52 AM - JMC4789

Have you tried enabling XFB2RAM? A lot of times the game will read XFB instead of EFB for this kind of thing.

### #2 - 04/15/2020 01:03 AM - TrivialMan

XFB2RAM is just the disabled setting for "Store XFB Copies to Texture Only" right? If that's the case, I already had that set. Enabling it did not change behavior either. The only XFB setting I have enabled is "Skip Presenting Duplicate Frames".

However, I don't think this is a graphical issue. It's not that the photo attached to the message is corrupted or something, no message seems to be generated at all.

### #3 - 04/15/2020 01:13 AM - pokechu22

I can also confirm that nothing is saved (with "Store XFB copies to texture only" both checked and unchecked). The game also knows that it already saved a message if you try again (even after restarting it), but I think that it's just based on keeping a timestamp of the last saved photo and not letting you save one until the next day (as traveling back in time to an earlier day won't let you save one either), and not by querying the message board and finding an invisible message, though.

### #4 - 04/15/2020 02:11 AM - JMC4789

Oh, I see. Sorry, I misunderstood the issue.

### #5 - 04/18/2020 08:07 PM - pokechu22

I did some more testing, and interestingly, saved photos still won't work if saved on console. I used bootmii/boot2 to create a NAND dump before the system menu loaded, and after importing that NAND into Dolphin, the photo isn't present. (But it did show up after I started the Wii menu from bootmii).

Another weird thing is that even though the clock seen in the system menu was WILDLY off in Dolphin (before, I didn't bother to set it, so it was some time in 2010; after importing my NAND the time ended up being in 2028), when saving in Dolphin the date on the message in shared2/wc24/mbox/wc24recv.mbx is the correct time. So, somehow, Pokémon Snap is getting the right time.

### #6 - 09/12/2020 08:20 AM - JMC4789

- Status changed from New to Accepted

It's probably because of a time/date issue if someone wants to investigate this. I think this is essentially confirmed at this point as a valid issue.

### #7 - 02/22/2021 11:00 PM - TrivialMan

I remembered that there are other games that post directly to the message board.

I was only able to test Super Mario Galaxy, but both the photographs of the Star List and the picture obtainable from the Grand Finale star course at the end of the game posted to the message board with text and an attached photo. The Photo Channel also detected these, let me edit them, and post the edited copies to the message board which also showed up without issue. Allegedly Metroid Prime 3, Super Mario Galaxy 2, Rabbids Lab, and Kirby's Epic Yarn also all allow you to post photos to the message board from in-game. If anyone has these and can confirm if the images post on Dolphin it might be interesting to find out if the problem with message board posts is specific only to Pokemon Snap or if certain games are affected and certain games are not.

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**Files**

dolphin.log	243 KB	04/15/2020	TrivialMan
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