

## Emulator - Emulator Issues #12119

### Save states reported on wrong date on 2000

05/22/2020 10:24 PM - ThePhoenix

<b>Status:</b>	Fixed	<b>% Done:</b>	0%
<b>Priority:</b>	Normal		
<b>Assignee:</b>	Billiard26		
<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>	5.0-12292
<b>Description</b>			
<b>Game Name?</b>			
Any			
<b>What's the problem? Describe what went wrong.</b>			
If you do a save state in year 2000, the date will result to be 2136 instead.			
<b>What steps will reproduce the problem?</b>			
I encountered this issue because of pokemon RNG abuse, I am forced to run the vba/pokemon box in 2000			
<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			
<b>Is the issue present in the latest stable version?</b>			
Yes			
<b>What are your PC specifications? (CPU, GPU, Operating System, more)</b>			
Win10 x64			

### History

#### #1 - 05/22/2020 10:27 PM - JosJuice

- Status changed from New to Questionable

Please include more detailed reproduction steps. In what way are we supposed to change time to year 2000, for instance? Do we have to only load a savestate, or save a savestate, or both? Where do we check the date?

#### #2 - 05/22/2020 11:36 PM - ThePhoenix

JosJuice wrote:

Please include more detailed reproduction steps. In what way are we supposed to change time to year 2000, for instance? Do we have to only load a savestate, or save a savestate, or both? Where do we check the date?

Just set the windows date to 2000 and do the savestate.  
Then, when doing "load save state", it will show the date it has been made, but it will report 2136

**#3 - 07/12/2020 02:15 PM - Billiard26**

Which game?  
Save a state at any point?  
"Where do we check the date?"  
Where does it say 2136?

**#4 - 07/12/2020 03:23 PM - ThePhoenix**

Billiard26 wrote:

Which game?  
Any game  
Save a state at any point?  
Any point  
"Where do we check the date?"  
Where does it say 2136?  
As I said, it will be displayed in the save states dropdown list when loading them.

**#5 - 07/12/2020 04:26 PM - Billiard26**

- Assignee set to Billiard26  
- Status changed from Questionable to Accepted

The cause is integer underflow in Timer::GetDoubleTime for dates before ~2008.

**#6 - 07/12/2020 05:50 PM - Billiard26**

- Status changed from Accepted to Fix pending

**#7 - 07/12/2020 05:51 PM - JosJuice**

<https://github.com/dolphin-emu/dolphin/pull/8950>

**#8 - 07/12/2020 08:04 PM - JosJuice**

- Fixed in set to 5.0-12292  
- Status changed from Fix pending to Fixed

<https://dolphin-emu.org/download/dev/3c70fb7277434ba61c512f1782739a809c878546/>