

Emulator - Emulator Issues #12263

Debugging GUI being open affects Interpreter Determinism

09/16/2020 05:59 AM - JMC4789

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			
Boot any game you can monitor determinism with early on with the interpreter and debugging GUI open and you'll notice that simply having the debugging open GUI throws off the timings a lot.			
Reproduced when testing RNG seeding in Pokemon Colosseum and Pokemon XD.			

History

#1 - 09/16/2020 09:01 AM - JosJuice

Was this tested with determinism mode (TAS/netplay) on or off?

#2 - 09/16/2020 09:07 AM - JMC4789

It is reproduceable on netplay by having one computer with the debug interface open and the other without.

I cannot reproduce it in TAS because the GUI crashes if I pause.