

## Emulator - Emulator Issues #1229

### Corrupted Memcards after load state if you delete a save from memcard first

08/01/2009 05:03 PM - darkvalen21

<b>Status:</b> Fixed	<b>% Done:</b> 0%
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b> Logic	
<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> Yes	<b>Fixed in:</b>

**Description**

What steps will reproduce the problem?  
I would like to suggest a change in savestates. Currently the savestate contains info about the memcards, so if you delete a save from the memcard and then load a state, it appears again, only this time corrupt, ruining your memcard and making it unusable.

What is the expected output? What do you see instead?  
If there is no savestate info, this error would dissappear and it will make smaller savestates.

What version of the product are you using? On what operating system?  
It happens in all revesions currently. Using 3914 X64 in Vista.

Please provide any additional information below.  
There is a similar feature in Pcsx2, ejecting memcards when you load a state, thus not corrupting them. This also will make a step forward in the implementation of TAS.

**Related issues:**

Blocks Emulator - Emulator Issues #1152: Loading save-state causes Dolphin to... **Fixed**

#### History

##### #1 - 08/03/2009 11:44 PM - marcus

- Status changed from New to Accepted
- Issue type set to Bug
- Priority set to Normal
- Category set to logic
- Relates to usability set to Yes
- Operating system N/A added

##### #2 - 08/04/2009 06:16 PM - federelli

True, and a nice feature to have if it could be added. Put Xtra as Owner :P.

##### #3 - 08/16/2009 08:28 AM - lpfaint99

please test with r3999

**#4 - 08/16/2009 06:08 PM - lpfaint99**

patch that may fix the memleak, needs more testing

**#5 - 08/18/2009 09:55 AM - darkvalen21**

Ok, here are my first tests (also posted in r3999)

- 1.- Save From Beginning in a Formated Memcard
- 2.- Load from save without loading a state
- 3.- Load from save after loading a state (finishing current game and loading save again without exiting emu)(i.e. in ZWW, after save answer no or in REmake exiting to main menu)
- 4.- Load from state and then save after deleting save from memcard (this is the same as removing your current memcard and inserting a new one,which you could do in a real gamecube).
- 5.- Save after loading a state.

REV. 3998

REV. 3999

<b>Game</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b> </b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
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REmake	Ok	Ok	Ok	No	Ok		Ok	Ok	Ok	Ok	Ok
RE0	Ok	Ok	Ok	No	Ok		Ok	Ok	Ok	Ok	Ok
ZWW	Ok	Ok	Ok	No	Ok		Ok	Ok	Ok	No	No
ZTP	Ok	Ok	Ok	No	Ok		Ok	Ok	Ok	No	No

So, in summary, RE problems have been corrected, but in ZWW and ZTP, problems are worse.

If you need more tests I have a couple more games (metroids)

**#6 - 08/18/2009 04:59 PM - lpfaint99**

thanks for testing. sms is the same as zelda  
I'll probably revert the change for now, until I can determine the correct way to tell the games that it has been ejected

**#7 - 08/18/2009 05:11 PM - lpfaint99**

forgot to mention: reason zww, ztp, sms are worse is because when loading the state the first thing they see is the exidummy. RE and other games may not be as picky

**#8 - 08/18/2009 06:04 PM - Anonymous**

really exi/si dummy should be disabled by default. It's an invalid device we use(d) in order to figure things out. So, understandable that games don't like it (maybe part of the reason why memcards are so finicky in general)

Instead, we should reply there is no device connected and leave it at that.

**#9 - 08/18/2009 06:53 PM - lpfaint99**

agreed

**#10 - 01/21/2010 06:37 AM - lpfaint99**

- *Status changed from Accepted to Fixed*

This issue was closed by revision r4913.