

Emulator - Emulator Issues #6589

GCT Gecko cheat file support

09/08/2013 05:41 AM - biolizard89

Status:	New	% Done:	0%
Priority:	Normal		
Assignee:			
Category:			
Target version:			
Operating system:	N/A	Relates to performance:	No
Issue type:	Feature request	Easy:	No
Milestone:		Relates to maintainability:	No
Regression:	No	Regression start:	
Relates to usability:	No	Fixed in:	
Description			
<p>The current Dolphin Gecko cheat code handler uses codehandler.bin, which is intended by the GeckoOS developers to be used with WiiRd/Gecko.NET for debugging. GeckoOS also includes a different handler called codehandleronly.bin, which doesn't include the debugger code, and allows much more space for the code list. Since most Dolphin users don't use WiiRd/Gecko.NET with Dolphin (I'm not certain that it's even possible at the moment), it seems like adding support for codehandleronly.bin would be useful so that more lines of codes can be used (the code list size limit for codehandler.bin is quite limiting for some use cases).</p> <p>Any chance support for codehandleronly.bin could be added?</p>			

History

#1 - 09/08/2013 05:44 AM - biolizard89

The codehandleronly.bin file is available at <http://veclabs.fuzzigersoftware.com/files/dolphin/codehandleronly.bin> for those who don't already have access to it.

#2 - 09/08/2013 07:29 AM - skidau

If we were to change codehandler.bin, I'd rather add support for .gct files. I don't really have the time to make this change, but patches welcome.

#3 - 09/09/2013 08:01 AM - skidau

- Issue type changed from Bug to Feature request

#4 - 09/09/2013 08:04 AM - comexk

Or just create some emulated memory region to store an arbitrarily large code list in...

#5 - 01/19/2014 11:03 PM - parlane

- Status changed from New to New

#6 - 03/30/2015 06:29 AM - Stevoisiak

.gct support could also be help make it easier to run Project M without using an ISO builder.