Emulator - Emulator Issues #7254

Feature Request: Switching between Interpreter/JIT/JITIL while a game is running.

05/02/2014 05:41 PM - JMC4789

Status:	New	**% Done:**	0%
Priority:	Low		
Assignee:			
Category:	PPC		
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:	Yes	**Fixed in:**	

Description

I know this sounds crazy, but, hear me out.

Right now, to do this I have to create a savestate, change setting, load savestate. I mean, it works fine for what I do, but it'd be nice if it was automated or something. So if you tried to switch, the emulator would in effect, savestate/change core/loadstate automatically without creating a hefty savestate file.

I realize this could cause a ton of problems, feel free to just invalidate it.

History

#1 - 05/03/2014 06:27 AM - rukariosake

That is something I'd like to see, we don't want to stop the game emulation just to change the emulator engine.

#2 - 05/03/2014 06:49 AM - flacs

- Priority set to Low

- Category set to ppc

- Relates to usability set to Yes

- Operating system N/A added

#3 - 07/05/2014 03:30 AM - phire

Sounds like a good idea.

#4 - 07/05/2014 03:32 AM - Sonicadvance1

Don't we already support this in the debug interface?
There isn't any need to create savestates with this, we already support swapping CPU cores while running

#5 - 07/05/2014 03:33 AM - JMC4789

We need a way to users to do it though?

#6 - 07/05/2014 03:35 AM - phire

No, the debug interface just forces every instruction to fallback to interpreter. It's actually significantly faster than the real interpreter due to much improved branch prediction, but it will still fail on self modifying code like the jit.

#7 - 07/05/2014 03:36 AM - Sonicadvance1

Fail. The core already supports jumping between CPU cores on the fly, it just needs to be exposed.