

## Emulator - Emulator Issues #7425

### Wii TASing desyncs with saves

06/28/2014 12:53 PM - Mafia1300

<b>Status:</b> Accepted	<b>% Done:</b> 0%
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<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>
<b>Description</b> [READ THIS: <a href="https://forums.dolphin-emu.org/showthread.php?pid=276132">https://forums.dolphin-emu.org/showthread.php?pid=276132</a> <<< Your answers are there!] [Leave the questions as they are and answer them in the next line] [Remove lines written inside brackets [], but nothing else]  Game Name? All Wii Games.  Game ID? All Wii games  What's the problem? Describe what went wrong in few words. Let's take an example: you're a title screen, you savestate A, you do the title screen, level 1 and it saves, you savestate B, if you get back to savestate A (title screen), the game keeps the save from level 1 so the TAS will desync.  What did you expect to happen instead? It should keep the save from savestate A What steps will reproduce the problem? [Don't assume we have ever played the game and know any level names. Be as specific as possible.] 1. Take a game, make a dtm file 2. Go to title screen 3. savestate 1 4. Finish a level or make the game saving 5. Get back to savestate 6. the save is corrupted/redirects to level where you saved  Dolphin 3.5 and 3.5-367 are old versions of Dolphin that have known issues and bugs, so don't report issues about them and test the latest Dolphin version first. Which versions of Dolphin did you test on? 3.5-1749, 4.0, 4.0.2, 4.0.1, 4.0-41977  Does using an older version of Dolphin solve your issue? If yes, which versions of Dolphin used to work? No it doesn't.  What are your PC specifications? (including, but not limited to: Operating System, CPU and GPU) Windows 8, i7-3770 3.4GHz, GT 620  Are you using the 32 or the 64 bit version of Dolphin?	

64 bit

Is there any other relevant information? (e.g. logs, screenshots, configuration files)

[Upload big files to a hosting service and post links here!]

[Do *not* attach files to this issue. Upload them to another site and link here. Use imgur.com for images and pastie.org for logs.]

## History

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### #1 - 06/28/2014 09:53 PM - JMC4789

Try using the GCI-Folder option introduced recently. It's supposed to fix this.

### #2 - 06/28/2014 10:59 PM - JMC4789

Wait, I'm an idiot, you said Wii. Let me see if I can ping someone useful...

### #3 - 06/28/2014 11:19 PM - Mafia1300

That's nothing, everyone does error.

### #4 - 06/28/2014 11:22 PM - JMC4789

I'm thinking the same thing needs to happen as for GC games, where the save file needs to be saved into the savestate. I don't know if anyone else will agree, but, I CC'd the guy who did it for the GC games.

### #5 - 06/28/2014 11:53 PM - JMC4789

So apparently GameCube games already did this before that, but the Folder Memory card fixes a quirk. Wii games do not do this, and probably should.

### #6 - 06/28/2014 11:54 PM - Mafia1300

Yes please, because it's horrible you TAS a level for like hours, then the game tells you like "DESYNC" because you rerecorded where the game saves <.<

### #7 - 06/28/2014 11:56 PM - JMC4789

- *Status changed from New to Accepted*

### #8 - 06/29/2014 04:16 AM - Ipfaint99

storing save contents is new to gci folder, it just so happens that most gc games don't check the existing save after the initial load, making it not matter for using savestates to timetravel.

according to this issue, it seems that wii games do read the save, and we could just keep the accessed files in the savestate similar to how the gci folder works

unfortunately, I don't have the time to work on this currently

### #9 - 06/29/2014 06:44 PM - Mafia1300

Don't worry, take your time :p

### #11 - 07/05/2014 05:33 AM - rachelbryk

btw Ipfaint, it is NOT new to gci folder. See <https://github.com/dolphin-emu/dolphin/blob/master/Source/Core/Core/HW/GCMemcardRaw.cpp#L157>

Furthermore, even with it, it is still not saved in most cases:

[https://github.com/dolphin-emu/dolphin/blob/master/Source/Core/Core/HW/EXI\\_DeviceMemoryCard.cpp#L440](https://github.com/dolphin-emu/dolphin/blob/master/Source/Core/Core/HW/EXI_DeviceMemoryCard.cpp#L440)

**#12 - 07/23/2014 03:45 PM - Mafia1300**

Sorry guys, but did anyone started to fix dis :p ?

**#13 - 01/23/2016 01:12 PM - DaTeL237**

JMC4789 wrote:

I'm thinking the same thing needs to happen as for GC games, where the save file needs to be saved into the savestate. I don't know if anyone else will agree, but, I CC'd the guy who did it for the GC games.

I'm wondering if I'm interpreting this correctly...

When I use a GC memory card for a TAS the saes are not saved/loaded with a save-state... my reproduction (Using Star Wars Rogue Squadron 2: Rogue Leader):

- 1) Start game with new memory card (file)
- 2) Start a new player/game/file
- 3) Create Save state 1
- 4) Complete level 1 & let GC save
- 5) Load save state 1
- 6) Navigate to level selection