

Emulator - Emulator Issues #7619

Movie File not recreating Memory Card State

09/04/2014 01:29 PM - hegyak

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

Game Name?
F-Zero GX

Game ID?
GFZE01

What's the problem? Describe what went wrong in few words.
When I record a movie file for F-Zero GX, I set my memory cards to be newly created. Those memory cards needed to be formatted before they can be used. When I play back the movie file, the memory cards are already pre-formatted causing a desync in playback.

What did you expect to happen instead?
The movie file should set the memory cards state to whatever they were when the movie file was recorded.

What steps will reproduce the problem?

1. Start Recording F-Zero GX with a blank (new) memory card in Slot A
2. After the Amusement Vision logo, the game will tell you "The memory card in Slot A needs to be formatted before it can be used."
3. Format the memory card.
4. Enter any name you like.
5. Get to the Title screen.
6. Stop Recording and playback the movie file.
7. You will desync as the memory card in Slot A is already formatted and already has a save file on it.

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?
4.0-2936

Does using an older version of Dolphin solve your issue? If yes, which versions of Dolphin used to work?

What are your PC specifications? (including, but not limited to: Operating System, CPU and GPU)
Windows 7 SP1
16 GB DDR3
NVidia GTX 660
AMD FX-8120

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

configuration files)

The memory card status when the movie is recorded must be preserved. If that means keeping data that has no effect on the game (Super Mario Sunshine save data for a F-Zero GX Movie) then keep it anyway.

History

#1 - 09/04/2014 10:39 PM - JMC4789

This is an interesting situation I've never seen come up before.

#2 - 09/04/2014 10:59 PM - rachelbryk

It works for me in the case of starting without a memory card (ie 0x98 in the header is true, which is set if no memory card exists when you start recording). In the other case though, it doesn't save the memory card you started with, and it's up to the user to manage it, which is not really good, but i'm not sure how to best handle this. Ideally we should always start from a clean state when possible.