

## Emulator - Emulator Issues #7619

### Movie File not recreating Memory Card State

09/04/2014 01:29 PM - hegyak

<b>Status:</b> New	<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>	
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.

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## History

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### #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.