

## Emulator - Emulator Issues #8176

### Action Replay hangs after 3 - 4 seconds with a memory card plugged in

01/30/2015 09:34 PM - JMC4789

<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>	
Game Name?	
Action Replay by Datel - DTLX01 (modified to DTLE01)	
What's the problem? Describe what went wrong in few words.	
Plugging in a memory card or having a memory card plugged in will cause it to hang.	
What did you expect to happen instead?	
I didn't expect a memory card to hang it.	
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. Have Bios enabled.	
2. Use LLE Audio	
3. Run disc with memory card or GCI folder plugged in. I think having Advance Game Port is good enough even.	
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, 4.0-5378	
Does using an older version of Dolphin solve your issue? If yes, which versions of Dolphin used to work?	
Nope	
What are your PC specifications? (including, but not limited to: Operating System, CPU and GPU)	
Core i5 3570K, GTX 760, Windows 7 x64	
Fiora's work-around for the single core issues does not fix this.	

#### History

#1 - 01/30/2015 11:06 PM - skidau

The AR might be looking for its memcard. Does making an image of the AR memcard and loading the image in Dolphin fix this hang?

**#2 - 01/30/2015 11:08 PM - JMC4789**

I have no memory card with it; I bought it disc only a few months ago.

**#3 - 01/31/2015 01:38 AM - rukariosake**

The Action Replay will look for the memory card in second slot, and it doesn't have to be its own memcard. The Mad Catz branded one will work as well. Not sure about the Nintendo branded one.

**#4 - 08/08/2017 10:44 AM - JMC4789**

*- Status changed from New to Accepted*