Emulator - Emulator Issues #8655

Record Netplay Input Desyncs when Played Back

06/08/2015 06:50 AM - littlegreendude55

Status:	Accepted	**% Done:**	0%
Priority:	Normal		
Assignee:	comexk		
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?
Super Smash Bros. Melee

Game ID?
GALE01

What's the problem?
Playing back an input recording from netplay desyncs when played back.

What did you expect to happen instead?
netplay input recordings sync and play back perfectly.

What steps will reproduce the problem?
1. Play some netplay with record input enabled
2. Play back input recording
3. See that it is different and thus desynced.

Which versions of Dolphin did you test on?
4.0-6554

Does using an older version of Dolphin solve your issue? If yes, which
versions of Dolphin used to work?
I don't think the record input feature was working last time I tried it (on the Dc-netplay branch). I haven't tested other versions.

What are your PC specifications? (including, but not limited to: Operating
System, CPU and GPU)
Archlinux 4.0.4
3570k
Mesa 10.5.7 (intel hd 4000)

Is there any other relevant information? (e.g. logs, screenshots,
configuration files)
I'll upload a shorter recording with the problem here later, but the desync in my recording only took a minute or 2 to manifest.

History

#1 - 06/08/2015 06:53 AM - AHeinerm

Input recordings aren't synchronized well to begin with.

#2 - 06/08/2015 07:01 AM - JMC4789

- Status changed from New to Accepted

yeah, input recordings don't sync well; that's why multi-hour TASes are possible.

Anyway, it's obviously some setting from netplay not transferring over into the playback. Maybe comex can fix it?

#3 - 06/08/2015 05:13 PM - littlegreendude55

I've just seen issue 8544 https://code.google.com/p/dolphin-emu/issues/detail?id=8544 and I should note that at the time I was using the mayflash 4 port adaptor in wiiu mode.