

Emulator - Emulator Issues #9266

TAS Input Auto-Fire for Gamecube is only available for player 1

01/16/2016 08:16 AM - DaTeL237

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?

Probably any game, but I was doing: Star Wars - Rogue Squadron III - Rebel Strike

Game ID? (right click the game in the game list, properties, info tab)

GLRE64

MD5 Hash? (right click the game in the game list, properties, info tab, MD5 Hash: Compute)

2bac41f473ebf982f82b6a2f431dbf79

What's the problem? Describe what went wrong.

TAS Input has a feature to auto-fire. This will automatically press & release a button every other frame. This feature is only supported for player 1.

What steps will reproduce the problem?

Enable 2 or more controllers
Start the game
From Dolphin's menu open "TAS Input"
For player 1: Use the right-mouse-button on one of the Buttons checkboxes to enable auto-fire
For player 2, 3, 4: The auto-fire function does not work

Which versions of Dolphin did you test on? Does using an older version of Dolphin solve your issue? If yes, which versions of Dolphin used to work?

4.0-8534

What are your PC specifications? (CPU, GPU, Operating System, more)

Intel Core i7 6700HQ
GForce GTX 960M
16GB RAM
Windows 10 Pro 64 bit

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

I think that covers it

