

Emulator - Emulator Issues #9524

Action Replay code database: Issue with the AR Max ID line

05/06/2016 08:16 PM - Korados

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			
What's the problem? Describe what went wrong.			
<p>There's an issue with the Action Replay code database which is integrated in Dolphin's ini files. All AR codes have a "head line" which is the AR Max ID line. The original Action Replay software needs it, but Dolphin doesn't. On most games it doesn't do any harm but there are some games which crash or behave incorrectly as long as the line is in. When you enter an AR code into Dolphin, the ID line is automatically deleted. However, they are still present in some of the default ini files. Therefore, I think that the ini files that still have the ID lines should be updated.</p> <p>I tested it with the NTSC and PAL versions of a game. I experienced this issue with the following games:</p> <p>Super Mario Sunshine [GMSE01] and [GMSP01] Pikmin 2 [GPVE01] and [GPVP01] The Legend of Zelda: Four Swords Adventures [G4SE01] and [G4SP01] Star Fox Adventures [GSAE01] and [GSAP01] Mario Kart: Double Dash [GM4E01] and [GM4P01]</p>			