

## Emulator - Emulator Issues #9545

### Automate Disc Swapping on Netplay

05/14/2016 12:19 AM - JMC4789

<b>Status:</b>	Fixed	<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>	Feature request	<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>			
<b>Game Name?</b>			
Tales of Symphonia, Resident Evil 4, Metal Gear Solid, Twin Snakes among other 2 disc games.			
<b>What's the problem? Describe what went wrong.</b>			
You'd think that disc swapping on netplay wouldn't work. You'd be wrong. You can actually swap discs on netplay and remain in sync if you're insane.			
1: Set the buffer to 0 2: Pause every player 3: Each player swaps discs to the new disc 4: Each player unpauses 5: Return buffer to normal			
By doing these steps, you can actually swap discs on netplay while remaining in sync. Since the basic action works on netplay, it should be possible to automate it. It should actually just work period like inputs if we were smart, but, I'm not even asking for that.			

#### History

##### #1 - 05/19/2016 05:54 PM - Helios

Sounds reasonable to me if the user is able to do it.

##### #2 - 09/12/2020 10:23 AM - JMC4789

- Status changed from New to Fixed

Automated Disc Swapping makes using this on netplay just fine.

Custom swapping still requires the steps provided.