

Emulator - Emulator Issues #9722

Using savestates while recording a TAS with LLE can cause desyncs

07/30/2016 12:09 AM - Fog

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?

GUN

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

GUME52

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

29ca9557c484216e7dc15f08d7b21812

What's the problem? Describe what went wrong.

While recording a TAS with LLE recompiler with free DSP ROMs (official DSP ROMs unconfirmed), it is possible for your TAS to become desynced upon playback of the DTM file that is saved.

What steps will reproduce the problem?

Start recording a DTM file with LLE recompiler using the free DSP ROMs, then save/load savestates during normal TAS usage. Save the DTM file and be prepared for possible desyncs.

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?

5.0

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

DTM Files:

LLE without using savestates: <http://puu.sh/qiZaT/6e695c6696.dtm>
LLE with using savestates: <http://puu.sh/qjaVf/cfb1f48ce2.dtm>

Thanks to Lars_Hendrick from TASVideos for providing re-producible DTM recordings for this issue.