Cemu - Bug #332

Don't load base game when update is also available in the mlc folder

05/08/2020 04:27 PM - Crementif

Status:	Resolved	**Start date:**	05/08/2020
Priority:	Normal		
Assignee:			
Category:	General		
API:		**GPU Vendor/Model:**	
Cemu Version:			

Description

Problem:

Cemu will load the base game directory (\usr\title\00050000\GAME_ID) instead of loading the update directory (\usr\title\0005000E\GAME_ID) when both are available due to Cemu trying to be backward compatible with the old update directory.

This causes problems when people use their dumped nand as the mlc01 folder. Or just someone who did something funky with their game files.

Solution 1:
A quick fix that would work for most games would be that if the update directory should first be checked if it has an update and after that the base game directory. Shouldn't cause any repercussions either, which is nice, and this is kind of the expected behavior in this situation.

Solution 2:
A more intricate solution would be where Cemu would move all of the base games to the update directory and then just remove this backward compatibility. This would also mean that Cemu could detect the games in your 00050000 folder automatically. There's a lot of edge-cases that would need to be solved for this solution.

Short sidenote:
I think the game list actually shows the version from the update directory instead of the base game when both are populated, so that adds to the confusion when someone loads their game and it's suddenly not updated anymore. I could be wrong on this however.

History

#1 - 06/18/2020 06:46 AM - Zalnor

- Status changed from New to Resolved

Base games should now load from the proper folder in the MLC as of Cemu 1.19.2. So this should fix it loading update data from there instead of the proper folder.