Fceux loading games –

Uses FCEUGI \*FCEUI\_LoadGameVirtual(const char \*name, int OverwriteVidMode, bool silent)

Inside the “fceu.cpp” file.

Used debugging and breakpoints to find.

Instances of FCEUI\_LoadGame

-src/attic/pc/main.c line 283

-src/drivers/Qt/fceuWrapper.cpp line 330

-src/drivers/sdl/sdl.cpp line 212

-src/drivers/win/window.cpp line 1119

(FCEUGI \*FCEUI\_LoadGameVirtual(const char \*name, int OverwriteVidMode, bool silent))

Put breakpoint at FCEUFILE \* FCEU\_fopen(const char \*path, const char \*ipsfn, const char \*mode, char \*ext, int index, const char\*\* extensions, int\* userCancel)

* Also seemed to work. Might be worth looking at Watch Window for the parameters passed in.