

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
7119	Emulator	Emulator Issues	Fixed	Normal	4.0-1288 discolors ALL NES game background/tiles	NeoBrainX	03/26/2014 06:27 PM
6956	Emulator	Emulator Issues	Won't fix	Low	Enable use of Direct3D 11.1	NeoBrainX	01/29/2017 08:07 PM
6914	Emulator	Emulator Issues	Fixed	Normal	Sonic Unleashed along with many other games is not showing any 2D graphics.	NeoBrainX	01/01/2014 10:29 PM
6784	Emulator	Emulator Issues	Fixed	Normal	New Readme.txt	NeoBrainX	11/03/2013 01:18 PM
6783	Emulator	Emulator Issues	Fixed	High	Metroid Prime 3/Trilogy Blue FMVs	NeoBrainX	11/03/2013 04:06 AM
6766	Emulator	Emulator Issues	Fixed	Normal	Luigi's Mansion - No reflections in D3D 11 [Viewport Issue]	NeoBrainX	10/27/2013 12:12 PM
6680	Emulator	Emulator Issues	Fixed	Normal	Dolphin 4.0.1 fixes	NeoBrainX	09/28/2013 01:54 PM
6618	Emulator	Emulator Issues	Fixed	Normal	Tales of Symphonia GC graphic issue	NeoBrainX	09/19/2013 11:06 PM
6606	Emulator	Emulator Issues	Invalid	High	D3D11 Texture Filtering is forced if AF is higher than 1x	NeoBrainX	09/15/2013 08:55 PM
6562	Emulator	Emulator Issues	Fixed	Normal	Tales of Symphonia GC D3D11 issue [Viewport Issue]	NeoBrainX	08/31/2013 01:06 PM
6527	Emulator	Emulator Issues	Fixed	Normal	D3D11 screenshots should use the provided TargetRectangle	NeoBrainX	08/24/2013 10:25 AM
6483	Emulator	Emulator Issues	Fixed	Low	D3D11 + XFB Real = weird green box with fullscreen	NeoBrainX	08/12/2013 06:15 PM
6474	Emulator	Emulator Issues	Fixed	Urgent	D3D11 Backend Broken Since ZComploc Emulation	NeoBrainX	08/11/2013 09:00 AM
6381	Emulator	Emulator Issues	Fixed	Normal	Merging of the branch 'shader-uids-awesome' has caused big performance regression of more than 30%.	NeoBrainX	06/20/2013 12:01 PM
6269	Emulator	Emulator Issues	Fixed	Normal	Mario Kart Double Dash Darkened Player Character in Viewport (D3D11)	NeoBrainX	04/18/2013 11:01 PM
6203	Emulator	Emulator Issues	Duplicate	Normal	"D3D11: Fix glitched polygon edges when MSAA is enabled." broke rendering on OS X. I reverted it, but you should fix and reapply.	NeoBrainX	04/04/2013 04:38 AM
6169	Emulator	Emulator Issues	Fixed	Low	Sonic Riders Lighting Highlights Fail to work in D3D11	NeoBrainX	03/29/2013 08:06 AM
5748	Emulator	Emulator Issues	Fixed	Normal	HD textures are completely corrupted in DX11	NeoBrainX	12/01/2012 10:16 PM
5644	Emulator	Emulator Issues	Work started	Low	Saving screenshots should not require emulator to be unpaused	NeoBrainX	07/05/2024 09:28 PM
5472	Emulator	Emulator Issues	Fixed	Normal	Legend of Zelda: Wind Waker/Twilight Princess: EFB to RAM + Scaled EFB Copy does not produce properly-scaled EFB copies for higher resolutions	NeoBrainX	06/12/2012 10:38 PM
5422	Emulator	Emulator Issues	Fixed	Normal	Code review request: hires-texture-improvements	NeoBrainX	05/13/2012 04:07 PM
5394	Emulator	Emulator Issues	Fixed	Normal	Zelda the Wind Waker graphical issues in Dragon Roost with recent master-builds	NeoBrainX	05/01/2012 10:24 AM
5328	Emulator	Emulator Issues	Fixed	Normal	Mario Golf experiences gfx issues with "fast mipmaps" disabled.	NeoBrainX	03/30/2012 05:40 AM
5237	Emulator	Emulator Issues	Fixed	Normal	Feature Removals	NeoBrainX	02/25/2012 09:45 PM
5212	Emulator	Emulator Issues	Fixed	High	Paper Mario TTYD 3.0-413 crash in first room Great Boggly Tree	NeoBrainX	02/14/2012 08:13 PM
5162	Emulator	Emulator Issues	Fixed	Normal	texcache-cleanup	NeoBrainX	01/24/2012 02:56 PM
5056	Emulator	Emulator Issues	Fixed	Normal	Zelda SS: (EFB to texture) Improperly calculated DOF? results in banding on any surface.	NeoBrainX	12/06/2011 07:49 AM
4938	Emulator	Emulator Issues	Fixed	Normal	Shader cache of a game needs to be manually deleted after the program crashes.	NeoBrainX	10/27/2011 08:37 PM
4844	Emulator	Emulator Issues	Fixed	Normal	Testing/Review request for new-shadercache-uids	NeoBrainX	09/09/2011 11:07 PM

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
4843	Emulator	Emulator Issues	Duplicate	Normal	Video glitches in Red Steel 2	NeoBrainX	09/09/2011 08:49 PM
4827	Emulator	Emulator Issues	Fixed	Normal	Scissoring behavior is incorrect in the GL renderer (and probably DX)	NeoBrainX	09/01/2011 06:27 AM
4646	Emulator	Emulator Issues	Fixed	Low	Baten Kaitos Menu effect requires EFB to RAM	NeoBrainX	06/27/2011 04:57 PM
4537	Emulator	Emulator Issues	Fixed	Normal	Make issues an error compiling on Opensuse 11.4	NeoBrainX	05/27/2011 01:12 AM
4400	Emulator	Emulator Issues	Fixed	Normal	Instant crash when accesing Graphics option (GFX config) on Linux	NeoBrainX	04/15/2011 08:00 PM
4346	Emulator	Emulator Issues	Fixed	Normal	Enabling EFB format change emulation in D3D11 causes glitches in various games if MSAA is enabled	NeoBrainX	03/30/2011 03:31 PM
4343	Emulator	Emulator Issues	Duplicate	Normal	Crash when closing the render window if software video backend is used	NeoBrainX	03/29/2011 07:15 PM
4329	Emulator	Emulator Issues	Fixed	Normal	Texture glitch when both Load Hi-Res Textures and Native Mipmaps are enabled	NeoBrainX	03/27/2011 08:53 PM
4270	Emulator	Emulator Issues	Fixed	High	Dolphin 3.0 bug tracker	NeoBrainX	03/14/2011 06:04 PM
4269	Emulator	Emulator Issues	Fixed	High	Fix Video_Software	NeoBrainX	03/14/2011 05:57 PM
4266	Emulator	Emulator Issues	Fixed	Normal	Default emulated Wiimote key mapping	NeoBrainX	03/14/2011 05:48 PM
4265	Emulator	Emulator Issues	Fixed	Normal	ESC should close all dialogs	NeoBrainX	03/14/2011 05:41 PM
4113	Emulator	Emulator Issues	Duplicate	Normal	Rogue Leader depth issue / Dolphin doesn't support Z compression formats.	NeoBrainX	02/16/2011 05:10 PM
4103	Emulator	Emulator Issues	Fixed	Normal	Emulated NES games show distorted graphics	NeoBrainX	02/14/2011 10:47 PM
4092	Emulator	Emulator Issues	Won't fix	Normal	Improvement: 2x, 3x fractional efb scaling	NeoBrainX	02/14/2011 01:33 AM
3464	Emulator	Emulator Issues	Fixed	Normal	cmake: dolphin doesn't build without bluetooth (plus cmake typo)	NeoBrainX	11/07/2010 06:57 AM
3426	Emulator	Emulator Issues	Fixed	Normal	Zelda Four Swords - z-buffer issue	NeoBrainX	10/29/2010 09:58 PM
3398	Emulator	Emulator Issues	Fixed	Low	"1st" image in MKDD colored incorrectly	NeoBrainX	10/23/2010 09:21 PM
3395	Emulator	Emulator Issues	Invalid	Normal	Gfx issues when using a compressed NSMBW iso	NeoBrainX	10/23/2010 02:36 PM
3243	Emulator	Emulator Issues	Won't fix	Normal	[ADD] Readme.txt	NeoBrainX	09/21/2010 11:51 AM
3192	Emulator	Emulator Issues	Fixed	Normal	Hires texture loading not present DX11	NeoBrainX	09/09/2010 04:14 AM
3062	Emulator	Emulator Issues	Fixed	Normal	Switch to CMake	NeoBrainX	08/15/2010 09:42 AM
2837	Emulator	Emulator Issues	Fixed	Normal	Direct X 11 fails to get past title screen	NeoBrainX	06/18/2010 02:46 AM
2836	Emulator	Emulator Issues	Fixed	Normal	DX 11 Plugin Requires Emulator Restart	NeoBrainX	06/18/2010 02:35 AM
2810	Emulator	Emulator Issues	Fixed	Normal	Error in plugin video!	NeoBrainX	06/14/2010 02:32 PM
2749	Emulator	Emulator Issues	Fixed	Normal	graphical issue in "De blob"	NeoBrainX	05/31/2010 08:17 PM
2650	Emulator	Emulator Issues	Fixed	Normal	SSBM (And also SSBB) black surfaces sliding (OGL and DX9)	NeoBrainX	05/02/2010 11:44 PM
2098	Emulator	Emulator Issues	Fixed	Normal	sh shattered memories flashlight Scaling Issue	NeoBrainX	01/21/2010 05:52 PM
1667	Emulator	Emulator Issues	Fixed	Normal	DX11 Support (Since Windows 7 came out more users switching over.)	NeoBrainX	11/18/2009 05:55 AM
540	Emulator	Emulator Issues	Fixed	Normal	Bubble effect in Super Mario Sunshine	NeoBrainX	01/30/2009 03:25 PM