

## Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
12703	Emulator	Emulator Issues	New	Normal	GPU texture decoding prevents "Arbitrary Mipmap Detection" per-game setting from working (proposing a solution)		10/08/2021 07:31 PM
12481	Emulator	Emulator Issues	Fixed	Normal	Memory debugger does not allow negative offsets while some instructions use them		09/05/2024 05:27 PM
12362	Emulator	Emulator Issues	Fixed	Normal	DSU input causes error in input expression editor due to space in names of inputs		04/10/2021 09:50 PM
12351	Emulator	Emulator Issues	Fixed	Normal	"Real Wii Remote" causes crash if Wiimote is disconnected		01/27/2021 12:19 PM
12336	Emulator	Emulator Issues	Invalid	Normal	Segfault when stopping after watching MPlus intro movie in Wii Sports Resort		07/19/2021 10:17 PM
12331	Emulator	Emulator Issues	Fixed	High	Extracting game produces incorrect directory structure	JosJuice	12/03/2020 08:37 PM
12325	Emulator	Emulator Issues	Accepted	Low	"Configure Input" list is incorrect if main input device is not connected		01/02/2021 11:09 PM
12175	Emulator	Emulator Issues	Fixed	Normal	Metroid Prime 2 (MP Trilogy version): can't scan some objects when using OpenGL		09/28/2020 06:16 PM
12032	Emulator	Emulator Issues	Fixed	Normal	Can't compile with clang 10: glslang compilation problem		06/13/2020 05:48 PM
11994	Emulator	Emulator Issues	Fixed	Normal	GPU error when using Prefetch Custom Textures with 4-5GB+ texture pack - Leaks into Emulation		10/25/2022 10:47 PM
11849	Emulator	Emulator Issues	Fixed	Normal	Paper Mario TTYD: can't save after 100 trials pit		09/11/2020 03:51 PM