

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
9665	Emulator	Emulator Issues	Fixed	Normal	Evdev: Extra spaces in controller names result in game not seeing the controller		07/12/2016 09:26 AM
9502	Emulator	Emulator Issues	Fixed	Urgent	Melee hangs at boot when Wii-U adapter has empty ports mapped		05/14/2016 01:54 AM
9235	Emulator	Emulator Issues	Fixed	Normal	Audio Sample rate is wrong		05/23/2018 11:35 PM
9067	Infrastructure	Issue	Fixed	Normal	SSL Security warning on dolp.in for android devices - Configuration is missing an intermediary cert		12/24/2015 08:37 PM
8966	Emulator	Emulator Issues	Questionable	Normal	Hotkey configuration is not well documented, or intuitive.		11/14/2019 02:04 AM
8959	Emulator	Emulator Issues	Fixed	Normal	Video dumping can't handle aspect ratio changes.		06/29/2016 09:07 AM
8958	Infrastructure	Issue	New	Normal	Make operating system n/a less panic inducing.		09/16/2015 05:55 AM
8957	Infrastructure	Issue	New	Normal	No auto-login (stay logged in checkbox)		02/28/2017 01:54 AM
8915	Infrastructure	Issue	Won't fix	Normal	Updated column for imported issues shows the issue creation date		09/04/2015 05:45 PM
8709	Emulator	Emulator Issues	Fixed	High	NES games have corrupted graphics in DX11 backend		06/23/2015 10:12 AM
8679	Emulator	Emulator Issues	Fixed	Urgent	Dolphin can't jit code when run with gdb since PIE merge	flacs	06/13/2015 11:54 AM
8678	Emulator	Emulator Issues	Fixed	Urgent	PIE disabled build doesn't work.	flacs	06/13/2015 11:52 AM
8676	Emulator	Emulator Issues	Fixed	Normal	AMD Open source drivers, shader compilation problem.		06/13/2015 07:00 AM
8619	Emulator	Emulator Issues	Accepted	Low	Feature Request: Allow the modification of most/all settings per game.		06/02/2015 09:04 AM
8587	Emulator	Emulator Issues	New	Low	Video Common dumps things into the global namespace		02/16/2025 11:33 PM
8573	Emulator	Emulator Issues	Fixed	Normal	GPLv2+ Relicensing: LinesPrower could not be reached		05/19/2015 05:00 PM
8048	Emulator	Emulator Issues	Fixed	Normal	Rogue Squadron 2 and 3, Assertion: Emboss map should have normal		04/26/2022 09:50 PM
7505	Emulator	Emulator Issues	Fixed	Normal	Avi dumping should dump 50/60 frames per second.	phire	07/25/2014 12:10 AM
7486	Emulator	Emulator Issues	Fixed	High	SDL/Linux: segfault on second game launch if haptic compatible controller plugged in.	phire	07/17/2014 08:50 AM
6636	Emulator	Emulator Issues	Invalid	Normal	Auto Adjust window size option doesn't take into account Aspect Ratio.		09/23/2013 08:58 AM
6635	Emulator	Emulator Issues	Fixed	High	Code Review: fix-field-ordering branch	phire	09/23/2013 08:39 AM
6630	Emulator	Emulator Issues	Fixed	Normal	Real XFB (and efb2ram?) distortion on OpenGL and DX11 backends.		09/22/2013 11:03 AM
6624	Emulator	Emulator Issues	Duplicate	Normal	XFB broken in Pal version of Zelda Wind Waker		09/21/2013 07:07 AM
6623	Emulator	Emulator Issues	Fixed	High	Stop dolphin loading help.png	phire	09/21/2013 03:29 AM
6564	Emulator	Emulator Issues	Fixed	Normal	VideoSoftware: Segfault on exit when using Single Core JIT with nvidia's linux drivers		09/01/2013 12:02 PM
6491	Emulator	Emulator Issues	Fixed	Urgent	SDL_HAPTIC_SQUARE not declared in final SDL 2.0 release.	delroth	08/13/2013 11:54 PM