Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|---------------------|----------|--|----------|---------------------|
| 13739 | Emulator | Emulator Issues | New | Normal | Feature Request: Memory Card Manager - Add GameID to "Failed import" errors when bulk importing saves | | 02/08/2025 09:36 PM |
| 13132 | Emulator | Emulator Issues | New | Normal | NVIDIA Optimus Drivers Poor Performance on New Drivers | | 12/30/2022 07:46 PM |
| 13085 | Emulator | Emulator Issues | Accepted | Normal | TODO: Investigate "Memory Stride Too Small" Errors | | 11/13/2022 11:06 PM |
| 13084 | Emulator | Emulator Issues | Accepted | Normal | Presentation Megathread - Vsync/ScreenTearing/Framepacing Issue | | 12/19/2022 06:13 PM |
| 13081 | Emulator | Emulator Issues | Accepted | Normal | Feature Request - Support Interlacing for games that don't work with Force Progressive | | 10/24/2022 07:13 PM |
| 13078 | Emulator | Emulator Issues | Fix pending | Normal | Manhunt 2 FMVs run 1 FPS/60 VPS at default Emulated CPU Clock, throw unknown opcodes in dualcore due to large FPS/VPS desync | | 12/26/2022 02:47 AM |
| 12999 | Emulator | Emulator Issues | New | Normal | 1080 Avalanche creates savefiles that break Android Data Export | | 10/26/2022 01:40 AM |
| 12998 | Emulator | Emulator Issues | Accepted | Normal | 1080 Avalanche - Replays Do Not Sync Between Dolphin and Console | | 03/11/2023 11:54 AM |
| 12993 | Emulator | Emulator Issues | Fixed | Normal | Real Consoles can't connect to Built In BBA (Desktop - Windows?) - Android works fine. | | 10/24/2022 04:09 AM |
| 12990 | Emulator | Emulator Issues | Fixed | Normal | eduke32 (Wii port) uses modified libaesnd not supported by DSP-HLE | | 07/27/2022 07:08 AM |
| 12986 | Emulator | Emulator Issues | New | Normal | Built-in BBA does not work locally | | 07/23/2022 07:43 PM |
| 12985 | Emulator | Emulator Issues | Fixed | Normal | Built-in BBA - Kirby Air Ride Connection Error | | 10/24/2022 04:07 AM |
| 12936 | Emulator | Emulator Issues | Fixed | Normal | Mario Sports Mix - Crash when using SSAA + D3D12 when loading a sport | | 10/29/2022 11:35 PM |
| 12828 | Emulator | Emulator Issues | Fixed | Normal | Super Monkey Ball Adventure - Broken Physics/Camera on JitArm64 | | 04/24/2022 08:45 AM |
| 12827 | Emulator | Emulator Issues | Fixed | Normal | NBA Live 2005 - Crashing on JITARM64 | JosJuice | 02/13/2022 10:29 PM |
| 12826 | Emulator | Emulator Issues | Accepted | Normal | Bomberman Jetters - Random Hangs in Single Core | | 10/24/2022 07:05 PM |
| 12825 | Emulator | Emulator Issues | Accepted | Normal | NBA Live 2005 Menus/2D elements loading during gameplay cause severe hitching | | 10/24/2022 07:18 PM |
| 12679 | Emulator | Emulator Issues | Accepted | Normal | When loading a savestate from a movie outside of a movie, incorrect video backend can show up in Graphics Settings | | 10/02/2021 12:25 PM |
| 12678 | Emulator | Emulator Issues | Fixed | Normal | Hotkey for Start Input Recording doesn't work | | 09/29/2021 04:22 PM |
| 12677 | Emulator | Emulator Issues | New | Normal | "Confirm on Stop" will repeatedly appear if hitting escape during input recordings | | 10/02/2021 01:03 PM |
| 12676 | Emulator | Emulator Issues | Fixed | Normal | Dolphin doesn't immediately apply controller/keyboard inputs while frame advancing | | 09/20/2021 01:51 PM |
| 12661 | Emulator | Emulator Issues | Duplicate | Normal | Sonic Riders: Zero Gravity - Fourth Player Screen EFB2RAM issue | | 11/15/2021 03:54 PM |
| 12627 | Emulator | Emulator Issues | Working as intended | Normal | True Crime: New York City - Bomb Disposal Mission Does This | | 08/14/2021 07:42 PM |
| 12616 | Emulator | Emulator Issues | New | Normal | 2 Games in 1: Nickelodeon SpongeBob Schwammkopf: Der Film + Nickelodeon SpongeBob Schwammkopf: Schlacht um Bikini Bottom hangs when swapping discs | | 08/07/2021 04:50 PM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|-----------|----------|---|-------------|---------------------|
| 12611 | Emulator | Emulator Issues | Fixed | Normal | Support for Broken Uncached Writes breaks Star Wars: Rogue Squadron II and III | | 08/06/2021 04:58 PM |
| 12608 | Emulator | Emulator Issues | Fixed | Normal | Mario & Sonic at the London 2012 Olympic Games: dcbx regression | | 08/04/2021 08:27 PM |
| 12586 | Emulator | Emulator Issues | Accepted | Normal | EXI Timings are too slow master issue | | 07/20/2021 02:42 AM |
| 12584 | Emulator | Emulator Issues | Accepted | Low | Feature Request: Simplify Dolphin's code and remove "SyncGPU" Option. | | 07/19/2021 10:20 PM |
| 12578 | Emulator | Emulator Issues | Accepted | Normal | Metroid Prime Series - Map Rendering Performance Issue Documentation | | 11/14/2022 12:54 AM |
| 12516 | Emulator | Emulator Issues | Fixed | Normal | Ultimate Spider-Man - Rhino Mission Crash Since 5.0-9892 | | 05/22/2021 05:59 PM |
| 12500 | Emulator | Emulator Issues | Fixed | Urgent | Wii Netplay Completely Broken by 5.0-13923 | JosJuice | 05/03/2021 07:16 AM |
| 12497 | Emulator | Emulator Issues | Duplicate | Normal | Sonic Mega Collection - Sonic 3 and Knuckles Savescreen Flickering/Malfunctioning | | 04/28/2021 09:44 PM |
| 12486 | Emulator | Emulator Issues | Fixed | Normal | F-Zero X: Multiple Second Stutter on Certain Transitions | | 04/25/2021 04:50 PM |
| 12416 | Emulator | Emulator Issues | Fixed | Normal | Happy Feet 2 needs Safe Texture Cache for subtitles | | 07/21/2021 09:26 AM |
| 12263 | Emulator | Emulator Issues | New | Normal | Debugging GUI being open affects Interpreter Determinism | | 09/16/2020 09:07 AM |
| 12262 | Emulator | Emulator Issues | Fixed | Normal | Setting RTC takes into account timezone | | 09/15/2020 09:05 AM |
| 12257 | Emulator | Emulator Issues | Fixed | Normal | Driver: San Francisco Broadcasts "NTRJ41", Crashing/Reading Invalid Memory | | 01/16/2021 10:52 AM |
| 12254 | Emulator | Emulator Issues | Accepted | Normal | Widescreen Heuristic Mega-Issue | Billiard26 | 04/19/2025 02:54 PM |
| 12189 | Emulator | Emulator Issues | Fixed | Normal | Judge Dredd: Dredd vs Death FMV Settings | JosJuice | 09/17/2020 09:11 PM |
| 12174 | Emulator | Emulator Issues | Fixed | Normal | Port speed limit to new config system | ryanebola16 | 03/17/2024 09:07 PM |
| 12130 | Emulator | Emulator Issues | Won't fix | Normal | "Use SyncGPU Timings in Single Core" breaks Deterministic Dualcore when EFB Effects are used. | degasus | 10/25/2022 09:35 PM |
| 11792 | Emulator | Emulator Issues | Fixed | Normal | Dolphin is feeding games twice as many inputs. | | 03/29/2020 04:15 PM |
| 11387 | Emulator | Emulator Issues | Fixed | Normal | Dolphin returns incorrect revision in some Wii games. | JosJuice | 09/28/2018 02:59 PM |
| 11337 | Emulator | Emulator Issues | Fixed | Normal | Using Null Video on Android Makes Cached Shaders Incompatible with Vulkan/OpenGL, Resulting in Instant Crashes. | Stenzek | 10/14/2018 11:32 AM |
| 11334 | Emulator | Emulator Issues | Fixed | Normal | The Bachelor - The Video Game - Broken Sound Effects and Severe Popping | | 01/05/2021 02:14 PM |
| 11330 | Emulator | Emulator Issues | New | Normal | Dolphin's Emulated CPU is Too Slow/Fast in Various Situations | | 08/08/2018 10:37 PM |
| 11324 | Emulator | Emulator Issues | Accepted | Low | Datel titles (Advance Game Port, MaxPlay, Action Replay) that save to memory cards do not work with GCI Folders | | 08/06/2022 03:03 AM |
| 11318 | Emulator | Emulator Issues | Invalid | Normal | Debug Mode QT - Interpreter Doesn't Update Register Window | spycrab0 | 08/14/2018 10:50 AM |
| 11317 | Emulator | Emulator Issues | Fixed | Normal | Put a warning in the netplay window saying to turn off dualcore if a game doesn't boot. | JMC4789 | 12/28/2018 11:32 AM |
| 11315 | Emulator | Emulator Issues | Invalid | Normal | Custom Covers don't work from Network Drives | | 12/26/2018 11:22 AM |
| 11312 | Emulator | Emulator Issues | Won't fix | Normal | Extract System Data doesn't work with Unlicensed Discs | JosJuice | 06/12/2022 09:08 PM |
| 11301 | Emulator | Emulator Issues | Invalid | Normal | Store XFB Copies to Texture does not work with Real Progressive Scan | | 12/27/2018 05:37 AM |

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| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|-----------|----------|---|----------|---------------------|
| 11298 | Emulator | Emulator Issues | New | Normal | Custom User Styles are not Portable. | | 10/04/2018 12:37 AM |
| 11297 | Emulator | Emulator Issues | New | Normal | Dolphin hangs if WASAPI loses Exclusive Mode | | 06/17/2020 12:51 PM |
| 11296 | Emulator | Emulator Issues | Accepted | Low | Various Datel discs - Misidentified Region | | 04/13/2020 08:55 AM |
| 11295 | Emulator | Emulator Issues | Fixed | Normal | Qt: Resizing Render to Main Window causes temporary flickering while game is running. | | 10/01/2023 12:11 AM |
| 11278 | Emulator | Emulator Issues | Invalid | Normal | [Android] Wii Remote Controller Mapping are not saved | | 12/29/2021 03:57 PM |
| 11275 | Emulator | Emulator Issues | Invalid | Normal | Current FPRF implementation seems to be non-deterministic between various x86-64 CPU Generations | | 07/11/2018 05:30 PM |
| 11263 | Emulator | Emulator Issues | Fixed | Normal | Starting Wii Netplay with Bluetooth Passthrough Enabled Crashes All Client Dolphins | | 12/26/2018 09:46 AM |
| 11200 | Emulator | Emulator Issues | Fixed | Normal | DolphinQt: Simulate DKBongos checkbox does nothing and doesn't save. | spycrab0 | 06/05/2018 06:14 PM |
| 11164 | Emulator | Emulator Issues | Fixed | High | TMEM emulation regressions | | 10/16/2021 12:41 PM |
| 11162 | Emulator | Emulator Issues | Invalid | Normal | [Qt GUI] "Ignore for this Session" option just crashes Dolphin on ASSERT(bpmem.genMode.numcolchans == xfmem.numChan.numColorChans); | | 10/01/2020 03:21 AM |
| 11161 | Emulator | Emulator Issues | Fixed | Normal | [Qt GUI] "Disable Panic Handlers" does not update until a game is rebooted | spycrab0 | 05/25/2018 11:23 AM |
| 11156 | Emulator | Emulator Issues | Fixed | Normal | Disable EFB2VRAM Copies Breaks Shadows in Super Swing Golf | | 10/24/2022 04:30 AM |
| 11132 | Emulator | Emulator Issues | Fixed | Normal | True Crime: New York City: "Flushing far code cache, please report if this happens a lot" happening every three seconds while driving around. | | 09/12/2020 09:47 AM |
| 11070 | Emulator | Emulator Issues | Fixed | Normal | Games that use Anti-Aliasing are Broken (HybridXFB + CopyFilter/XFBGamma) | Stenzek | 05/06/2018 09:02 AM |
| 11069 | Emulator | Emulator Issues | Fixed | Urgent | DolphinQt: Advanced Pane: Progressive Scan Option is hooked up to the wrong option | spycrab0 | 05/04/2018 07:38 PM |
| 10996 | Emulator | Emulator Issues | Duplicate | Normal | Disney's Cars 2 - Memory Stride Too Small | | 10/27/2022 12:44 AM |
| 10964 | Emulator | Emulator Issues | Duplicate | Normal | Resident Evil 4: Wii Edition's Banner Doesn't Show Up | | 03/30/2018 10:10 AM |
| 10963 | Emulator | Emulator Issues | Accepted | Normal | GUN Animation/Music/Crash Issues. | | 02/11/2021 05:40 PM |
| 10952 | Emulator | Emulator Issues | Fixed | Normal | Auto Adjust Window Size Not Working in Qt | | 05/23/2018 10:12 AM |
| 10951 | Emulator | Emulator Issues | Fixed | Normal | Dolphin Qt: Fullscreen Behaviors Broken Across All Backends | | 05/23/2018 03:46 AM |
| 10927 | Emulator | Emulator Issues | Accepted | Normal | Games that require proper icache/dcache emulation to work | | 03/01/2018 01:31 PM |
| 10889 | Emulator | Emulator Issues | Fixed | Normal | Random Crashing on Game Close when using Cubeb Audio Backend | | 05/23/2018 04:02 AM |
| 10857 | Emulator | Emulator Issues | Fixed | Normal | Dolphin Qt: Memory Card Manager has extreme padding | spycrab0 | 03/12/2018 08:08 PM |
| 10853 | Emulator | Emulator Issues | Fixed | Normal | Dolphin Qt: Right Clicking "Disc" in Filesystem Menu Crashes Dolphin | spycrab0 | 02/02/2018 03:02 PM |
| 10850 | Emulator | Emulator Issues | Fixed | Normal | Dolphin Qt: Can't change CPU Clock while a game is running | spycrab0 | 01/30/2018 04:32 PM |
| 10849 | Emulator | Emulator Issues | Fixed | Normal | Dolphin Qt: Flickering with Frame Limiter Disabled | spycrab0 | 01/31/2018 06:49 AM |
| 10848 | Emulator | Emulator Issues | Fixed | Normal | Dolphin Qt: Changing Memory Card Settings Doesn't Actually Update Until Game Closed | spycrab0 | 01/30/2018 06:40 AM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|-----------|----------|--|-----------|---------------------|
| 10847 | Emulator | Emulator Issues | Invalid | Low | Dolphin Qt: Dragging a Fifolog Opens Game Window Below GameList | spycrab0 | 01/29/2018 12:27 PM |
| 10712 | Emulator | Emulator Issues | Fixed | High | Some PAL GameCube Titles Crash on Boot in HybridXFB | | 12/23/2017 11:20 AM |
| 10686 | Emulator | Emulator Issues | Invalid | Normal | AMD Vega + Ubershaders can cause system crashes (Windows 10) | Stenzek | 12/07/2017 11:12 PM |
| 10674 | Emulator | Emulator Issues | Fixed | Normal | Allow Android Touch Controls to Be Defaulted | | 10/09/2018 11:15 AM |
| 10667 | Emulator | Emulator Issues | Won't fix | Normal | [Adreno + GLES] The Legend of Zelda: The Wind Waker - Pictobox Failure + Missing Sun Effects | | 05/23/2018 11:07 PM |
| 10666 | Emulator | Emulator Issues | Fixed | Normal | [Android] Back Button Closes Emulation with No Warning | | 10/09/2018 01:27 PM |
| 10665 | Emulator | Emulator Issues | Fixed | Normal | [Android Touchscreen] Make Touchpad Joysticks Actually Useable | | 02/24/2018 05:36 PM |
| 10664 | Emulator | Emulator Issues | Accepted | Normal | [Android Touchscreen] Add Ability to Lock Buttons with Gesture | | 11/23/2017 05:29 PM |
| 10554 | Emulator | Emulator Issues | Fixed | Normal | Disney's Hide and Sneak/Disney's Mickey & Minnie Trick & Chase needs Bounding Box + EFB Copies to RAM | JosJuice | 05/23/2018 07:36 PM |
| 10548 | Emulator | Emulator Issues | Fixed | High | Resetting Traversal Settings Breaks Netplay | | 09/18/2017 02:13 PM |
| 10544 | Emulator | Emulator Issues | Fixed | Normal | Streaming Audio Issues Across Many GameCube Titles | leoetlino | 09/24/2017 10:03 PM |
| 10532 | Emulator | Emulator Issues | Duplicate | Normal | Voice Acting in Star Fox Adventures stops playing if you uncheck Skip BIOS | | 05/23/2018 10:26 AM |
| 10528 | Emulator | Emulator Issues | Duplicate | Normal | FPS Display and OSD Messages too small at HiDPI | | 09/07/2017 07:11 PM |
| 10507 | Emulator | Emulator Issues | Fixed | Normal | Streaming Audio does not play in Red Steel and Far Cry Vengeance | | 09/04/2017 10:44 AM |
| 10489 | Emulator | Emulator Issues | Accepted | Normal | Dragon Quest X - EFB Access Enabled crashes Map | | 08/23/2017 04:47 PM |
| 10473 | Emulator | Emulator Issues | Accepted | Normal | Dolphin does not support Interlaced Output | | 06/01/2024 02:45 PM |
| 10456 | Emulator | Emulator Issues | Invalid | Normal | Gecko Codes Causing Freezes or Malfunctioning Across Many Titles | | 09/12/2020 06:57 AM |
| 10455 | Emulator | Emulator Issues | Fixed | Normal | Falling back addi (JIT64) causes Go Vacation to Crash with Unknown Opcode on boot | | 05/25/2018 02:53 PM |
| 10454 | Emulator | Emulator Issues | Fixed | Normal | Go Vacation Crashes on Character Creation Menu (AArch64 JIT) on cmpi | degasus | 08/13/2017 10:04 PM |
| 10448 | Emulator | Emulator Issues | Invalid | Normal | Savestates are not deterministic | | 08/10/2017 09:13 AM |
| 10446 | Emulator | Emulator Issues | Invalid | Normal | Hybrid Wii Remotes are bad at a lot of things, need to be redone. | | 05/23/2018 08:59 PM |
| 10425 | Emulator | Emulator Issues | Accepted | Normal | Star Fox 64 (VC - Masterpiece) Crashes at default Emulated CPU Clock | | 05/23/2018 09:57 PM |
| 10421 | Emulator | Emulator Issues | Fixed | Normal | Wii Remote Settings Remain Locked after Netplay Session | | 07/31/2017 08:47 AM |
| 10367 | Emulator | Emulator Issues | Duplicate | Normal | Arc Rise Fantasia - All Gecko Codes broken by 5.0-845 | | 08/11/2017 08:50 AM |
| 10281 | Emulator | Emulator Issues | Accepted | Normal | Users can tick/enable patches, cheats, etc. from the game properties page while a game is running, but they don't take effect until a restart. | | 07/26/2021 02:10 AM |
| 10240 | Emulator | Emulator Issues | Invalid | Normal | Star Wars: The Clone Wars can still crash between missions | | 05/23/2018 10:32 AM |
| 10181 | Emulator | Emulator Issues | Accepted | Normal | Expose Wavebird as GameCube Controller Option and via Native GameCube Support | | 03/21/2024 07:57 AM |
| 10074 | Emulator | Emulator Issues | Fixed | High | Super Monkey Ball 2 Monkey Target Broken by 4.0-7422: Quick fix for MTFSFX | flacs | 08/20/2019 09:03 PM |

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| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|-----------|----------|---|------------|---------------------|
| 10066 | Emulator | Emulator Issues | Fixed | High | 1,000,000 Dollar Pyramid Relies on "Country" Designation for Loading Various files. U.S. version on U.S. NAND with European Country set crashes game. | | 08/21/2019 04:11 PM |
| 10059 | Emulator | Emulator Issues | Fixed | Normal | Solvalou (Arcade VC) requires EFB Copies to RAM to render correctly | JosJuice | 09/17/2024 05:08 PM |
| 10055 | Emulator | Emulator Issues | Fixed | Normal | Hitting Reset Hotkey With no Game Running causes Memory Corruption | | 01/19/2017 10:03 PM |
| 10021 | Emulator | Emulator Issues | Invalid | Normal | Wii Remote Netplay fails on 3 Wii Remotes regardless of if players are configured correctly. | | 01/29/2017 06:48 PM |
| 10000 | Emulator | Emulator Issues | Fixed | Normal | Karaoke Revolution Glee needs Virtual XFB | | 02/05/2017 07:25 AM |
| 9982 | Emulator | Emulator Issues | Fixed | Normal | Disconnecting/Reconnecting Wii Remotes is not synced on Netplay | | 08/02/2017 04:01 AM |
| 9977 | Emulator | Emulator Issues | Fixed | Normal | Adjustable Input Fidelity for Netplay | Helios | 05/20/2019 08:13 PM |
| 9901 | Emulator | Emulator Issues | Fixed | Normal | Fast-Depth broken on Metroid Prime 1/2 | Armada | 01/31/2017 07:26 AM |
| 9891 | Emulator | Emulator Issues | Fixed | Normal | Nascar: The Game 2011 needs Safe Texture Cache | | 12/25/2016 10:37 PM |
| 9889 | Emulator | Emulator Issues | Fixed | Normal | ES_Launch Broken on Emulated Bluetooth Mode | | 11/19/2016 08:28 PM |
| 9852 | Emulator | Emulator Issues | Fixed | Normal | USB_HID Devices prevent graceful shutdown | | 02/06/2017 08:39 PM |
| 9851 | Emulator | Emulator Issues | Fixed | Normal | USB_HID Devices (Skateboard, Rockband instruments, Etc.) Trigger scheduled from wrong thread errors | | 02/06/2017 08:40 PM |
| 9840 | Emulator | Emulator Issues | Fixed | Normal | Resident Evil 2, Resident Evil 3: Nemesis Audio Issues | | 01/06/2021 12:55 AM |
| 9802 | Emulator | Emulator Issues | Accepted | Normal | Dave Mirra Freestyle BMX 2 - Invalid Opcode Popups are either valid or ignored on console | | 02/09/2025 11:34 PM |
| 9778 | Emulator | Emulator Issues | Duplicate | Normal | Resident Evil 2/3 Audio Issues | | 10/11/2016 07:10 PM |
| 9766 | Emulator | Emulator Issues | New | Normal | Mem1 Memory Mirrors Incorrectly Implemented | | 09/27/2016 09:48 PM |
| 9753 | Emulator | Emulator Issues | Fixed | High | Army Men: Sarges War broken by Core Timing Fixes (PR3601) | phire | 09/10/2016 09:43 PM |
| 9745 | Emulator | Emulator Issues | Fixed | Normal | Wallace and Gromit in Project Zoo cannot save | | 03/04/2017 06:02 PM |
| 9741 | Emulator | Emulator Issues | Fixed | Normal | Battalion Wars 2 reports Disc Cover open for one frame on boot | | 02/10/2018 08:39 AM |
| 9740 | Emulator | Emulator Issues | Fixed | Normal | I Spy Game Pack: Spooky Mansion hang on file creation | | 02/02/2017 11:17 PM |
| 9739 | Emulator | Emulator Issues | Fixed | Normal | Option to Impose Maximum Stick Values based on GameCube Controller Shell | Billiard26 | 12/28/2018 04:22 PM |
| 9728 | Emulator | Emulator Issues | New | Normal | Pac-Man World 3 runs at 60 FPS in Dolphin, 30 FPS on console causing movement interpolation issues | | 08/04/2016 02:25 AM |
| 9696 | Emulator | Emulator Issues | Fixed | Normal | Support Full SBS 3D output. | Armada | 01/07/2025 02:08 AM |
| 9680 | Emulator | Emulator Issues | Accepted | Normal | Rayman Arena Cup 1 Round 2 Freeze | | 08/10/2021 10:51 AM |
| 9678 | Emulator | Emulator Issues | Fixed | Normal | Switching from Steering Wheel to Native GameCube Controller between Netplay Sessions enables wireframe and crashes Dolphin | | 08/17/2017 09:56 PM |
| 9635 | Emulator | Emulator Issues | Fixed | Normal | Launching GameCube Games from System Menu hangs emulation | | 02/27/2018 03:26 PM |
| 9634 | Emulator | Emulator Issues | Fixed | Normal | Launching an ELF uses the Gecko codes of the previous game | JosJuice | 07/05/2016 09:15 AM |
| 9616 | Emulator | Emulator Issues | Fixed | Normal | Change Mega Man 9/10 Scaled EFB from 2 to -1 | | 06/22/2016 08:15 PM |
| 9613 | Emulator | Emulator Issues | Fixed | Normal | Mega Man Anniversary Collection needs Safe Texture Cache | JosJuice | 06/21/2016 02:11 PM |

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| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|------|----------|-----------------|-----------|----------|---|-----------|---------------------|
| 9612 | Emulator | Emulator Issues | Fixed | Normal | Hollywood Squares Texture Seams | | 10/24/2022 02:19 AM |
| 9610 | Emulator | Emulator Issues | Fixed | Normal | Enter the Matrix - Lighting Issues (OGL/D3D11/Vulkan) Software Works Properly | | 12/02/2023 07:48 PM |
| 9600 | Emulator | Emulator Issues | Fixed | Normal | Savestate during Mario Superstar Baseball kills music | | 11/18/2017 06:40 PM |
| 9599 | Emulator | Emulator Issues | Fixed | High | Skies of Arcadia - EFB Copy Effect Slowdown | mimimi | 06/20/2016 11:10 AM |
| 9596 | Emulator | Emulator Issues | Fixed | Normal | Hollywood Squares needs VirtualXFB | | 06/14/2016 03:30 PM |
| 9594 | Emulator | Emulator Issues | Fixed | Urgent | Conduit 2 INI is Broken | | 06/13/2016 12:46 PM |
| 9580 | Emulator | Emulator Issues | Fixed | Normal | Enable Cheats isn't Synced on Netplay | | 07/05/2016 11:11 AM |
| 9576 | Emulator | Emulator Issues | New | Low | VERY IMPORTANT: Native Bongos do not sync in netplay | | 04/28/2021 05:05 PM |
| 9569 | Emulator | Emulator Issues | Fixed | Normal | Update the Melee/Project M Codesets for 5.0 | | 06/02/2016 06:02 PM |
| 9552 | Emulator | Emulator Issues | Fixed | Normal | Summer Athletics 2009 crashes on boot in Dolphin | | 08/02/2017 04:02 PM |
| 9551 | Emulator | Emulator Issues | Fixed | Normal | Guinness World Records: The Videogame crashes upon boot in JIT/JITIL in various ways | | 05/23/2017 04:43 PM |
| 9547 | Emulator | Emulator Issues | Fixed | Normal | The Price is Right 2010 requires VirtualXFB | | 05/24/2016 10:28 AM |
| 9546 | Emulator | Emulator Issues | Fixed | Normal | Indianapolis 500 Legends exists (and needs VirtualXFB) | | 05/24/2016 10:28 AM |
| 9545 | Emulator | Emulator Issues | Fixed | Normal | Automate Disc Swapping on Netplay | | 09/12/2020 10:23 AM |
| 9538 | Emulator | Emulator Issues | Accepted | Normal | Default on "Write Memcards" for Netplay or allow it to be enabled during gameplay | mathieui | 03/26/2018 09:29 PM |
| 9537 | Emulator | Emulator Issues | Won't fix | Normal | Tales of Symphonia shop Crash (D3D12 on AMD) | | 05/19/2017 04:38 AM |
| 9533 | Emulator | Emulator Issues | Fixed | Normal | Line Rider Freestyle needs RealXFB | | 05/24/2016 10:28 AM |
| 9532 | Emulator | Emulator Issues | Fixed | Normal | Line Rider Freestyle needs a Wiki Page | Maylmilae | 05/10/2016 01:03 PM |
| 9531 | Emulator | Emulator Issues | Fixed | Normal | Fantastic Football Fan Party needs Medium Texture Cache setting | | 05/14/2016 01:34 AM |
| 9525 | Emulator | Emulator Issues | Fixed | Normal | Implement exi-sync (savefile sending for GC) on netplay | | 12/27/2018 01:27 PM |
| 9519 | Emulator | Emulator Issues | Accepted | Normal | Batch game verification | | 09/11/2020 09:15 PM |
| 9518 | Emulator | Emulator Issues | Accepted | Normal | Rockstar Table Tennis: Weird EFB Copies not clearing issue | | 05/18/2021 01:23 AM |
| 9517 | Emulator | Emulator Issues | New | Normal | Add "Total Games" amount to bottom of the gamelist window | | 05/04/2016 07:33 AM |
| 9516 | Emulator | Emulator Issues | Won't fix | Normal | Add "Launch Random Game Feature" | | 11/16/2017 03:20 PM |
| 9513 | Emulator | Emulator Issues | Duplicate | Normal | Loading a savestate right after loading a Wii game crashes Dolphin | | 12/26/2016 08:21 AM |
| 9511 | Emulator | Emulator Issues | Fixed | High | System Menu always broken on Interpreter, now broken on JIT/JITIL/Cached Interpreter as of Event Timing Fixes | phire | 05/18/2016 03:17 PM |
| 9509 | Emulator | Emulator Issues | Fixed | High | Tales of Graces Wii crashes with Pokemon Box Exception Fixes | phire | 05/18/2016 06:33 PM |
| 9499 | Emulator | Emulator Issues | Won't fix | Normal | Starfox Assault no longer seems to require FPRF | | 05/23/2018 09:07 PM |
| 9498 | Emulator | Emulator Issues | Fixed | Normal | Netplay currently requires no empty ports between controllers. | | 05/26/2016 07:05 AM |
| 9497 | Emulator | Emulator Issues | Fixed | Normal | Wiimote Settings still leak into Netplay | | 10/24/2022 04:33 AM |

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| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|------|----------|-----------------|---------------------|----------|--|-----------|---------------------|
| 9494 | Emulator | Emulator Issues | Won't fix | Normal | Mario Party 5 - 8 framedrops with XFB Enabled. | | 08/08/2017 09:33 AM |
| 9493 | Emulator | Emulator Issues | Invalid | Normal | Native Dance Mat Does not work in Dance Dance Revolution Hottest Party Series | | 05/02/2016 01:31 AM |
| 9490 | Emulator | Emulator Issues | Fixed | Normal | Pokemon Mystery Dungeon (Pokémon Fushigi no Dungeon) titles needs Safe Texture Cache | | 05/01/2016 11:51 AM |
| 9480 | Emulator | Emulator Issues | Fixed | High | 4.0-2368 (DSP: latch DMA parameters) breaks Pokemon Box on JIT/JITIL | phire | 04/30/2016 09:56 AM |
| 9479 | Emulator | Emulator Issues | Fixed | Normal | OpenAL seems to forget to start playing audio on boot in some games and then rushes through chipmunked to catch back up. | | 10/03/2016 04:18 PM |
| 9465 | Emulator | Emulator Issues | Fixed | Normal | Texas Hold'em Poker Requires Virtual XFB only displays half the screen | | 05/23/2018 03:46 PM |
| 9464 | Emulator | Emulator Issues | Fixed | Normal | Sexy Poker - Texture Seams on Opponents | | 10/24/2022 04:23 AM |
| 9462 | Emulator | Emulator Issues | Fixed | Normal | Unplugging the GameCube Adapter for Wii U Adapter during gameplay randomly causes crashes. | | 05/19/2016 08:58 PM |
| 9459 | Emulator | Emulator Issues | Fixed | Normal | F1 2002 - Initial Load is VERY long (~80 seconds longer than console) | | 02/08/2017 02:04 PM |
| 9453 | Emulator | Emulator Issues | Fixed | Normal | The Legend of Zelda: Collector's Edition NES games broken again (RealXFB) | booto | 04/06/2016 11:31 PM |
| 9451 | Emulator | Emulator Issues | Fixed | High | Different Input Devices cause Netplay Desync (again!) | | 04/30/2016 09:51 AM |
| 9450 | Emulator | Emulator Issues | Invalid | Normal | JitArm64 Issues | | 03/28/2016 09:15 AM |
| 9449 | Emulator | Emulator Issues | Invalid | Normal | Reimplement Wiimote Netplay | | 10/19/2016 09:36 AM |
| 9436 | Emulator | Emulator Issues | Fixed | Normal | Mario Superstar Baseball - Shadows missing on EFB Copies to Texture | mimimi | 04/11/2016 07:49 PM |
| 9431 | Emulator | Emulator Issues | Duplicate | Normal | Far Cry Vengeance - Missing Music/Audio issues. | | 08/28/2017 06:31 PM |
| 9426 | Emulator | Emulator Issues | Fixed | Low | Guitar Hero 5 uses "patch" to get in-game. Without, GC Adapter for Wii U hangs game. | | 02/06/2017 08:40 PM |
| 9381 | Emulator | Emulator Issues | Fixed | Normal | Trying to close Dolphin before the gamelist loads causes Dolphin to crash | | 03/22/2018 03:09 PM |
| 9380 | Emulator | Emulator Issues | Invalid | High | Physically Plugging Wavebird (or regular controller) in Port 1 after starting game with GC Adapter for Wii U set to port 1 in Dolphin to crash (GC Adapter for Wii U(For Dolphin)) | | 02/29/2016 03:52 PM |
| 9379 | Emulator | Emulator Issues | Duplicate | Normal | Starting two copies of Dolphin with GC Adapter for Wii U plugged in causes second Dolphin to crash when closing the first. | | 05/18/2016 06:50 PM |
| 9378 | Emulator | Emulator Issues | Working as intended | Normal | Ultimate Codes - Animal Crossing Text Issue | | 10/24/2022 03:06 AM |
| 9374 | Emulator | Emulator Issues | Duplicate | High | Shrek 2 crashing as of DVD Signedness fix | | 11/18/2021 08:52 PM |
| 9343 | Emulator | Emulator Issues | Fixed | High | Savestates are broken (SI devices required to be identical) | Fog | 03/01/2016 02:39 PM |
| 9333 | Emulator | Emulator Issues | Fixed | Normal | Max Play Classics "BAT: incorrect" when attempting to back out of POPEM | | 02/08/2017 04:27 AM |
| 9332 | Emulator | Emulator Issues | Fixed | Low | On many Datel Products (Ultimate Codes, Advance Game Port, etc.) clicking "wiki" option goes to Max Play Classics Volume 1 | Maylmilae | 02/14/2016 12:20 PM |
| 9329 | Emulator | Emulator Issues | Accepted | Normal | Bully: Scholarship Edition Hangs with Emulated Wiimotes | | 04/19/2018 09:53 PM |
| 9301 | Emulator | Emulator Issues | Fixed | Normal | Netplay uses Configured Pad 1 when Pad 1 is set to GameCube Adapter for Wii U on Clients. | | 03/04/2016 06:01 PM |

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| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|------|----------|-----------------|---------------------|----------|--|-------------|---------------------|
| 9300 | Emulator | Emulator Issues | Fixed | Normal | GameCube Adapter for Wii U does not work on Netplay Clients | mathieui | 03/04/2016 06:01 PM |
| 9299 | Emulator | Emulator Issues | Fixed | Normal | BUG - Netplay requires each successive player to have more controllers plugged into GCPad | mathieui | 01/30/2016 10:55 AM |
| 9296 | Emulator | Emulator Issues | Fixed | Normal | Disable or Fix Wiimotes on Netplay for 5.0 | Helios | 02/20/2016 06:47 PM |
| 9290 | Emulator | Emulator Issues | Invalid | Normal | Plugging in the Skylander's Portal desyncs netplay. | | 01/24/2016 12:36 AM |
| 9285 | Emulator | Emulator Issues | Won't fix | Normal | Implement a better way to switch Wii NANDS. Please. | | 08/09/2017 02:34 AM |
| 9281 | Emulator | Emulator Issues | Working as intended | Normal | Dolphin does not leave enough room for Skylanders Swapforce to create save on already full Wii NAND | | 01/21/2016 11:33 AM |
| 9265 | Emulator | Emulator Issues | Invalid | Normal | Harry Potter and the Sorcerer's Stone needs FPRF to prevent models suddenly vanishing | kostamarino | 01/18/2016 12:32 PM |
| 9236 | Emulator | Emulator Issues | Fixed | Normal | Avatar: The Burning Earth - FMVs played back incorrectly on D3D/OGL | | 10/24/2022 04:12 AM |
| 9221 | Emulator | Emulator Issues | Fixed | Normal | Disable Savestate Functionality on Netplay (and undo Savestates/Loadstates) | Helios | 01/02/2016 02:01 AM |
| 9213 | Emulator | Emulator Issues | Duplicate | Normal | Sync GPU randomly hangs Dolphin on Game Window Close | | 12/27/2015 08:13 AM |
| 9210 | Emulator | Emulator Issues | Fixed | Normal | Tony Hawk Pro Skater 3: Invisible Characters Return in 4.0-8388 | | 12/26/2015 09:31 PM |
| 9206 | Emulator | Emulator Issues | Accepted | Normal | 007: Quantum of Solace - pre main menus run uncapped | | 08/19/2024 01:51 AM |
| 9205 | Emulator | Emulator Issues | Fixed | Normal | 007: Quantum of Solace requires Safe Texture Cache for shadowing/shading to work | kostamarino | 01/09/2016 04:48 AM |
| 9204 | Emulator | Emulator Issues | Fixed | Normal | Tiger Woods PGA Tour 2008 requires Safe Texture Cache | | 01/09/2016 04:45 AM |
| 9203 | Emulator | Emulator Issues | Fixed | Normal | Opening Wii Home Menu in Prince of Persia: Rival Swords causes Unknown Opcode (in Single Core too) | | 02/13/2022 08:01 PM |
| 9202 | Emulator | Emulator Issues | Invalid | Normal | Monster Mayhem: Build and Battle - HUD Information does not scroll all the way off screen | | 08/17/2017 10:25 PM |
| 9201 | Emulator | Emulator Issues | Invalid | Normal | 007: Quantum of Solace game crash on boot | | 12/25/2015 03:09 PM |
| 9200 | Emulator | Emulator Issues | Fixed | Normal | Blazing Angels: Squadron's of World War II - Severe Audio Failures as of 4.0-2832 | | 12/29/2015 09:22 AM |
| 9199 | Emulator | Emulator Issues | Fixed | Normal | Jenny McCarthy's Your Shape Featuring Self Acclaimed Health Genius Jenny McCarthy - Camera Add-on Not Supported | | 05/29/2019 12:18 PM |
| 9196 | Emulator | Emulator Issues | New | Normal | Dolphin (Debug) Crashes if you search an address in the code window, set a breakpoint, stop the game, and then go back to the code window and attempt to change the address without starting another game. | | 12/22/2015 07:21 PM |
| 9195 | Emulator | Emulator Issues | Fixed | Urgent | Vegas Party Depth Issues since 4.0-8388 | degasus | 12/31/2015 07:43 PM |
| 9194 | Emulator | Emulator Issues | Won't fix | Normal | Virtual XFB does not support interlaced mode | | 05/23/2018 09:25 AM |
| 9191 | Emulator | Emulator Issues | Fixed | Normal | Boogie and Boogie Superstar require Virtual XFB for Menus | kostamarino | 01/09/2016 04:48 AM |
| 9190 | Emulator | Emulator Issues | Working as intended | Normal | Showtime Championship Boxing Runs at 4x the Speed it should | | 12/22/2015 10:36 AM |
| 9188 | Emulator | Emulator Issues | Won't fix | Normal | Enabled Speaker Data Still causes Balance Board to Disconnect | | 05/23/2018 10:08 PM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|------|----------------|-----------------|---------------------|----------|---|-------------|---------------------|
| 9187 | Emulator | Emulator Issues | Accepted | Normal | NHL 2K9 "Trying to reinterpret pixel data with unsupported converstion type 3" and 5 | | 08/21/2019 01:55 PM |
| 9186 | Emulator | Emulator Issues | Fixed | Normal | Enabling MMU causes Bass Pro Shops: The Strike to crash. Without, invalid read error, then proceeds into game okay. | | 09/07/2016 04:07 PM |
| 9185 | Emulator | Emulator Issues | Fixed | Normal | The Smurfs: Dance Party Anti-piracy (metafortress) detects Dolphin | | 02/06/2017 08:39 PM |
| 9184 | Emulator | Emulator Issues | Fixed | Normal | We Love Golf Crashes upon entering course | | 01/30/2017 11:00 PM |
| 9183 | Emulator | Emulator Issues | Fixed | Normal | Drawn to Life: The Next Chapter Requires EFB Copies to RAM in the INI | | 01/09/2016 04:46 AM |
| 9158 | Emulator | Emulator Issues | Fixed | Normal | Bakugon Battle Brawlers (Toys R Us Edition - NTSC) launches in PAL Video Mode. | booto | 01/20/2016 09:33 PM |
| 9133 | Emulator | Emulator Issues | New | Normal | Monster 4x4: World Circuit Menus Behave Strangely (FPS/VPS Desync) | | 12/02/2015 02:31 AM |
| 9132 | Emulator | Emulator Issues | Fixed | Normal | Ben 10 Protector of the Earth - "You are too far from T.V." on Emulated Wiimotes | Billiard26 | 12/12/2020 06:29 PM |
| 9126 | Emulator | Emulator Issues | Fixed | Normal | Mario Kart: Double Dash!! Lenses Flare Shows Through Obstacles (OGL/D3D) | | 12/03/2015 08:43 AM |
| 9078 | Emulator | Emulator Issues | Duplicate | High | Wreckless: The Yakuza Missions - Memory Stride Too Small | | 12/05/2015 02:39 AM |
| 9009 | Emulator | Emulator Issues | Accepted | Low | Tell users they are dumb when they attempt to use GameCube Controllers for Wii games that don't support them. | Billiard26 | 08/19/2019 09:03 AM |
| 8982 | Emulator | Emulator Issues | Fixed | Normal | Some N64 Virtual Console titles require more accurate timings | phire | 03/25/2016 04:05 PM |
| 8981 | Emulator | Emulator Issues | Fixed | High | Dolphin tends to hang upon game window close when using SyncGPU | degasus | 01/25/2016 09:55 AM |
| 8980 | Infrastructure | Issue | New | Normal | Changing issue status while writing an issue report re-adds the issue template every time. | | 09/26/2015 03:50 AM |
| 8979 | Emulator | Emulator Issues | Fixed | Normal | Some Virtual Console titles only flush save data on power down | | 10/03/2016 03:47 PM |
| 8975 | Emulator | Emulator Issues | Fixed | Normal | Lock Essential Settings through INIs | | 08/09/2017 12:31 AM |
| 8870 | Emulator | Emulator Issues | Fixed | Urgent | [NZHLE] Pikmin 1 (PAL) Not Booting (unknown ucode 267fd05a) | delroth | 08/14/2015 09:55 AM |
| 8855 | Emulator | Emulator Issues | Fixed | Normal | [NZHLE] Pikmin 2 Save Sound too low pitched | | 08/25/2024 06:27 PM |
| 8717 | Emulator | Emulator Issues | Fixed | High | New Assert Messages Plaguing Games. | | 03/18/2016 02:24 AM |
| 8713 | Emulator | Emulator Issues | Fixed | Normal | Enable the new SyncGPU in Various Games | kostamarino | 06/24/2015 01:52 PM |
| 8701 | Emulator | Emulator Issues | Fixed | High | Progressive Scan causes certain games to drop frames with XFB (Virtual or Real) Enabled | | 09/03/2015 02:29 PM |
| 8699 | Emulator | Emulator Issues | Fixed | High | Fire Emblem: Path of Radiance purple squares from Anisotropic Filtering Change | parlane | 06/19/2015 08:29 AM |
| 8661 | Emulator | Emulator Issues | Fixed | Normal | PAL60 option needs to be synced in Netplay | | 06/08/2015 10:05 AM |
| 8660 | Emulator | Emulator Issues | Fixed | Normal | SRAM file trips off Netplay Desync Detection | comexk | 06/08/2015 09:19 AM |
| 8658 | Emulator | Emulator Issues | Invalid | Urgent | Disable Shadercache on IntelHD cards in OpenGL on Windows | degasus | 06/08/2015 08:39 AM |
| 8657 | Emulator | Emulator Issues | Working as intended | Urgent | Disable Shadercache on Intel HDs in Windows | degasus | 06/08/2015 08:37 AM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|------|----------|-----------------|---------------------|----------|---|----------|---------------------|
| 8656 | Emulator | Emulator Issues | Fixed | Normal | [Netplay] If someone tries to join an "in progress" game, the netplay session crashes. | | 06/08/2015 08:28 AM |
| 8652 | Emulator | Emulator Issues | Fixed | Urgent | FIFOCI broken by 4.0-6579 (b9821916dcc0368a8ad2bf2b223db1af6d334129) | flacs | 06/07/2015 11:37 PM |
| 8650 | Emulator | Emulator Issues | Invalid | Normal | Wii Disc Speed Regressions | | 02/08/2016 09:58 PM |
| 8628 | Emulator | Emulator Issues | Fixed | Normal | Wii Netplay Game Compatibility | | 01/30/2017 11:08 PM |
| 8613 | Emulator | Emulator Issues | Fixed | Normal | Certain GPUs on OS X fail at EFB copies/dual-source blending as of tev-fixes-new | | 03/10/2016 06:14 PM |
| 8584 | Emulator | Emulator Issues | Won't fix | Normal | GPLv2+ Relicensing: luisr142004 could not be contacted | | 05/19/2015 10:45 PM |
| 8583 | Emulator | Emulator Issues | Won't fix | Normal | GPLv2+ Relicensing: itsnotmailmail could not be contacted | | 05/19/2015 10:25 PM |
| 8582 | Emulator | Emulator Issues | Won't fix | Normal | GPLv2+ Relicensing: mylek4 could not be contacted | | 05/19/2015 10:21 PM |
| 8581 | Emulator | Emulator Issues | Won't fix | Normal | GPLv2+ Relicensing: rice1964 could not be contacted | | 05/19/2015 10:18 PM |
| 8580 | Emulator | Emulator Issues | Won't fix | Normal | GPLv2+ Relicensing: snzgoo could not be contacted | | 05/19/2015 10:14 PM |
| 8579 | Emulator | Emulator Issues | Won't fix | Normal | GPLv2+ Relicensing: memberTwo.mb2 could not be contacted | | 05/19/2015 10:08 PM |
| 8578 | Emulator | Emulator Issues | Invalid | Normal | GPLv2+ Relicensing: memberTwo.mb2 could not be contacted | | 05/19/2015 10:07 PM |
| 8577 | Emulator | Emulator Issues | Won't fix | Normal | GPLv2+ Relicensing: nitsuja could not be contacted | | 05/19/2015 09:59 PM |
| 8576 | Emulator | Emulator Issues | Won't fix | Normal | GPLv2+ Relicensing: donkopunchstania could not be contacted | | 05/19/2015 09:57 PM |
| 8575 | Emulator | Emulator Issues | Invalid | Normal | GPLv2+ Relicensing: donkopunchstania could not be contacted | | 05/19/2015 09:56 PM |
| 8574 | Emulator | Emulator Issues | Won't fix | Normal | GPLV2+ Relicensing: Omegadox could not be contacted. | | 05/19/2015 09:52 PM |
| 8493 | Emulator | Emulator Issues | Fixed | Urgent | Block GPU Thread (4.0-5971) breaks Rogue Squadron 2's Targeting Computer | degasus | 07/18/2021 04:03 PM |
| 8383 | Emulator | Emulator Issues | Working as intended | Normal | Metal Gear Solid: The Twin Snakes - Jittering on Cargo Elevators | | 03/16/2015 09:14 PM |
| 8316 | Emulator | Emulator Issues | Fixed | Normal | Disable changing Emulated CPU Clock Override in Netplay | | 03/06/2015 05:01 AM |
| 8315 | Emulator | Emulator Issues | Fixed | Normal | Add some kind of desync check to netplay, notify users | | 03/06/2015 05:00 AM |
| 8314 | Emulator | Emulator Issues | Fixed | Normal | Games of the same name but with multiple revisions or regions show up in a random order in the gamelist | | 03/06/2015 03:14 AM |
| 8309 | Emulator | Emulator Issues | Fixed | Normal | If you have a Native GC Adapter Plugged in and close the emulator, it crashes. | | 03/05/2015 02:44 AM |
| 8301 | Emulator | Emulator Issues | Fixed | Normal | [NZHLE] Animal Crossing - "Received unknown command in light protocol: 8c000008" | delroth | 03/03/2015 07:14 AM |
| 8299 | Emulator | Emulator Issues | Fixed | Normal | Metroid Prime sometimes overrides textures with EFB Copies (Store EFB Copies to Texture Only) | phire | 09/07/2015 03:53 PM |
| 8296 | Emulator | Emulator Issues | Invalid | Normal | Wii Party disconnects the Wiimote whenever it feels like. | | 01/18/2016 11:21 AM |
| 8286 | Emulator | Emulator Issues | Fixed | Normal | Plugging in two supported "Native GC Controller Adapters" causes instant crash on Dolphin. | | 02/28/2015 09:38 PM |
| 8284 | Emulator | Emulator Issues | Duplicate | Urgent | Netplay is broken on Linux (extremely slow, even the chat messages lag) | | 02/28/2015 10:45 AM |
| 8280 | Emulator | Emulator Issues | Invalid | Normal | Family Go-Kart flickers in multiplayer modes | | 02/27/2015 12:19 PM |

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| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|------|----------|-----------------|---------------------|----------|---|-------------|---------------------|
| 8273 | Emulator | Emulator Issues | Fixed | Normal | Remove Frame Skipping Options | | 10/08/2016 09:17 PM |
| 8254 | Emulator | Emulator Issues | Fixed | Normal | Remove the ability to disable EFB Copies | | 02/21/2015 06:02 AM |
| 8179 | Emulator | Emulator Issues | Won't fix | Normal | Datel Discs need INI changes, Bios forced on, LLE audio forced on. | kostamarino | 01/30/2015 10:02 PM |
| 8178 | Emulator | Emulator Issues | Fixed | Normal | Advance Game Port cannot save, invalid save files | | 01/30/2015 09:59 PM |
| 8177 | Emulator | Emulator Issues | Fixed | Normal | Action Replay will not load (wrong region) unless you modify the disc's region | | 07/20/2017 07:14 AM |
| 8176 | Emulator | Emulator Issues | Accepted | Normal | Action Replay hangs after 3 - 4 seconds with a memory card plugged in | | 08/27/2024 04:32 AM |
| 8175 | Emulator | Emulator Issues | Fixed | Normal | Datel Discs Immediately hang on Single Core, intermittently hang on Dualcore | | 08/27/2024 05:54 AM |
| 8147 | Emulator | Emulator Issues | Fixed | Normal | Mario Power Tennis needs Medium Texture Cache | kostamarino | 01/24/2015 12:33 PM |
| 8053 | Emulator | Emulator Issues | Fixed | Normal | Shader Generation Slowdown/Framedrops/Stuttering | | 07/31/2017 07:25 AM |
| 8038 | Emulator | Emulator Issues | Fixed | Normal | [NZHLE] Pikmin 1/2 New Play Control! unknown ucode b7eb9a9c | delroth | 12/31/2014 05:37 PM |
| 8037 | Emulator | Emulator Issues | Accepted | Normal | 1080 Snowboarding (VC N64) Requires Accurate icache emulation | | 08/01/2021 02:54 AM |
| 8036 | Emulator | Emulator Issues | Duplicate | Normal | 1942 (Virtual Console Arcade) does not Boot in Dolphin with PAL60 Enabled | | 12/31/2014 01:51 PM |
| 8035 | Emulator | Emulator Issues | Fixed | Normal | Native GameCube Controller Support Via Nintendo Wii U GameCube Adapter gives incorrect centering | | 12/31/2014 01:43 PM |
| 8034 | Emulator | Emulator Issues | Fixed | Normal | [NZHLE] No Echo in Mario Kart: Double Dash | delroth | 01/02/2024 10:08 AM |
| 7988 | Emulator | Emulator Issues | Fixed | Normal | [Android] Streams of Panic Handlers are basically a softlock. | ryanebola16 | 10/10/2020 07:30 PM |
| 7987 | Emulator | Emulator Issues | Fixed | High | [NZHLE] Static in Mario Kart: Double Dash!!'s menus | delroth | 12/23/2014 09:58 PM |
| 7984 | Emulator | Emulator Issues | Accepted | Low | [NZHLE] The Legend of Zelda: Collector's Edition and Pikmin 2 "Zelda HLE using Back Mixing Buffers" | delroth | 10/18/2022 04:09 AM |
| 7983 | Emulator | Emulator Issues | Fixed | Normal | [NZHLE] Unknown / Unimplemented Sample Source: 0003 when deleting a save file in Pikmin | delroth | 12/23/2014 08:24 PM |
| 7982 | Emulator | Emulator Issues | Fixed | High | [NZHLE] Four Swords Adventures Static Issues | delroth | 12/23/2014 06:47 PM |
| 7976 | Emulator | Emulator Issues | Accepted | Low | [NZHLE] RPB mixing to an unknown buffer: 0e28 in Super Mario Galaxy 2. | delroth | 12/22/2014 05:37 AM |
| 7973 | Emulator | Emulator Issues | Fixed | Normal | [NZHLE] Donkey Kong Jungle Beat: Everything except music is very quiet. | delroth | 12/21/2014 05:58 PM |
| 7972 | Emulator | Emulator Issues | Fixed | Normal | [NZHLE] Super Mario Galaxy Unknown/Unimplemented Sample Source: 0010 | delroth | 12/21/2014 05:52 PM |
| 7971 | Emulator | Emulator Issues | Fixed | High | [NZHLE] Patterns 2/3 are not being refreshed (Laser Gates in Tower of the Gods) | delroth | 12/21/2014 04:57 PM |
| 7963 | Emulator | Emulator Issues | Duplicate | Normal | The Lens Flare in Wind Waker is glitchy in dualcore (CPUTiming) | | 08/09/2017 12:17 AM |
| 7962 | Emulator | Emulator Issues | Fixed | Normal | [NZHLE] Unimplemented sample source: 0008 | delroth | 12/20/2014 06:19 AM |
| 7868 | Emulator | Emulator Issues | Fixed | Normal | Remove Fast-Disc Speed from Sonic Riders INI | kostamarino | 11/20/2014 07:17 AM |
| 7852 | Emulator | Emulator Issues | Working as intended | Normal | che | | 11/13/2014 03:27 AM |
| 7750 | Emulator | Emulator Issues | Fixed | Normal | Safe Texture Cache is extremely demanding | | 08/11/2017 01:38 AM |
| 7749 | Emulator | Emulator Issues | Fixed | High | OpenGL Fails to Properly Emulate Point/Line-Width | Armada | 10/16/2014 05:40 AM |
| 7719 | Emulator | Emulator Issues | Fixed | Normal | Recording fifos does not work on Software Renderer | degasus | 01/25/2016 09:55 AM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|------|----------|-----------------|---------------------|----------|---|-------------|---------------------|
| 7681 | Emulator | Emulator Issues | Fixed | Normal | Implement XFB Scaling in D3D | | 09/24/2014 10:02 PM |
| 7680 | Emulator | Emulator Issues | Fixed | Urgent | JITIL Broken by BLR Merge | comexk | 09/24/2014 09:38 PM |
| 7670 | Emulator | Emulator Issues | Invalid | Normal | Implement XFB Stuff (Pull Request 977) in D3D | | 09/19/2014 05:56 PM |
| 7664 | Emulator | Emulator Issues | Duplicate | Normal | Line-Width does not work in Star Wars Rogue Leader in OpenGL | | 09/17/2014 04:06 PM |
| 7663 | Emulator | Emulator Issues | Invalid | Normal | Star Wars Rogue Leader has GFX FIFO: Unknown Opcode errors when playing back fifo recordings. | | 09/17/2014 03:55 PM |
| 7641 | Emulator | Emulator Issues | Duplicate | Normal | FIFO-BP merger breaks pausing in Star Wars Rogue Squadron 2 - Rogue Leader | | 09/08/2014 02:40 PM |
| 7640 | Emulator | Emulator Issues | Fixed | High | The fastmem writes (likely) cause Rogue Squadron 2 to crash on Hoth | | 09/08/2014 12:50 PM |
| 7639 | Emulator | Emulator Issues | Fixed | High | Ed, Edd n' Eddy The Misedventures refuses to boot on HLE Audio (4.0-2641) | | 03/25/2016 04:04 PM |
| 7595 | Emulator | Emulator Issues | Fixed | Normal | 4.0-2729 (fmadd/fmul fixes) breaks Interpreter in some games | | 08/27/2014 04:20 AM |
| 7581 | Emulator | Emulator Issues | Fixed | Normal | Multiple games no longer need Full MMU Enabled as of 4.0-2444 | kostamarino | 08/19/2014 04:01 PM |
| 7545 | Emulator | Emulator Issues | Fixed | Normal | Recent audio changes cause games to hang. 4.0-2368, 4.0-2386 | booto | 08/06/2014 01:41 AM |
| 7533 | Emulator | Emulator Issues | Fixed | Normal | Implement a Configuration for the GC-Microphone Button | | 01/17/2017 03:08 PM |
| 7522 | Emulator | Emulator Issues | Fixed | Normal | Change Netplay Lobby to display "Win" instead of Wx64/Wx32 | | 07/30/2014 04:48 AM |
| 7516 | Emulator | Emulator Issues | Fixed | Normal | Since Exclusive Fullscreen was added, Quitting in OGL in Fullscreen loses your Windowed Size | Armada | 07/28/2014 08:13 PM |
| 7514 | Emulator | Emulator Issues | Fixed | Normal | Vbeam Speedhack Issues (Should it be removed? Should audio be changed to accomdate it?) | | 07/28/2014 06:12 PM |
| 7502 | Emulator | Emulator Issues | Duplicate | Normal | DSP_HLE does not properly support 48000hz mode | phire | 07/24/2014 03:10 AM |
| 7481 | Emulator | Emulator Issues | Fixed | Normal | Emulate Proper Memory Card timings | | 12/29/2018 03:52 PM |
| 7474 | Emulator | Emulator Issues | Fixed | Normal | The Legend of Zelda: The Wind Waker (PAL) freezes after credits | | 07/13/2014 01:38 PM |
| 7458 | Emulator | Emulator Issues | Won't fix | Normal | Tony Hawk Pro Skater 4: Shadow suffers zfighting or doesn't draw on some objects | | 01/02/2016 01:35 AM |
| 7457 | Emulator | Emulator Issues | Fixed | Normal | MegaMan X Collection - FMV Cutscenes suffer from audio static/garbling | | 07/07/2014 04:35 AM |
| 7456 | Emulator | Emulator Issues | Fixed | Normal | MegaMan X Collection seems to drop every other frame despite running 60 fps. | | 07/07/2014 02:05 AM |
| 7447 | Emulator | Emulator Issues | Fixed | Normal | Remove "Disable WideScreen Hack" stuff from Super Mario Sunshine's INI. Add Disable Heatwave to Cheats. | kostamarino | 07/04/2014 01:55 AM |
| 7445 | Emulator | Emulator Issues | Fixed | Normal | Tony Hawk Pro Skater 3/4 stop playing music after one track until level change. | | 07/04/2014 01:40 AM |
| 7444 | Emulator | Emulator Issues | Working as intended | Normal | Wii Remote extensions are not detected properly with MotionPlus and Emulated Bluetooth | Billiard26 | 07/05/2020 01:24 AM |
| 7433 | Emulator | Emulator Issues | Fixed | Normal | Update NES VC INIs | kostamarino | 06/30/2014 05:19 AM |
| 7411 | Emulator | Emulator Issues | Fixed | Low | Enhancement: Right click game on GameList and be able to "Change Disc" | | 06/23/2014 10:45 PM |
| 7399 | Emulator | Emulator Issues | Fixed | Normal | Dolphin crashes if you drag a game onto the Log Configuration Menu | | 06/20/2014 06:29 PM |

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| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|------|----------|-----------------|-----------|----------|---|-------------|---------------------|
| 7398 | Emulator | Emulator Issues | Invalid | Normal | When loading SNES9x GX with DSP HLE, Unknown ucode Pops up. | | 06/20/2014 06:26 PM |
| 7397 | Emulator | Emulator Issues | Fixed | Normal | Wii64 does not boot games/demos on Dolphin as of 4.0-905 | delroth | 06/20/2014 05:52 PM |
| 7357 | Emulator | Emulator Issues | Fixed | Low | Star Wars Rogue Squadron 2: Rogue Leader Hangs if you pause | | 06/08/2014 11:10 AM |
| 7356 | Emulator | Emulator Issues | Duplicate | Normal | Dance Dance Revolution: Hottest Party - GameCube Controller Malfunctions | | 05/23/2018 07:12 AM |
| 7349 | Emulator | Emulator Issues | Fixed | Normal | More Aggressive Twilight Princess Hack | kostamarino | 06/04/2014 06:34 PM |
| 7348 | Emulator | Emulator Issues | Fixed | Normal | Fix OpenGL Buffer Streaming on Nvidia 400 and 500 series Graphics Cards | | 06/04/2014 06:04 PM |
| 7343 | Emulator | Emulator Issues | Fixed | Normal | Option to Launch GameCube Bios | | 06/02/2017 02:06 PM |
| 7333 | Emulator | Emulator Issues | Fixed | High | Add Twilight Princess Speedhack Codes to Twilight Princess INI files. | kostamarino | 05/30/2014 01:31 PM |
| 7318 | Emulator | Emulator Issues | Fixed | Normal | Enable MMU Speedhack By default | | 05/24/2014 07:10 PM |
| 7308 | Emulator | Emulator Issues | Fixed | Normal | Vertex Loader Position Contains Null Pointers | | 05/23/2014 12:38 AM |
| 7304 | Emulator | Emulator Issues | Fixed | Normal | frsqrtex Master Issue | | 05/22/2014 03:55 AM |
| 7294 | Emulator | Emulator Issues | Fixed | Normal | DSP HLE opcode switching doesn't work correctly | | 05/13/2017 08:17 PM |
| 7287 | Emulator | Emulator Issues | Fixed | Normal | Make Dolphin on taskbar flash when someone joins Netplay Session | | 05/15/2014 08:05 AM |
| 7286 | Emulator | Emulator Issues | Fixed | Normal | Netplay Enhancement: Being able to kick clients as host | rachelbryk | 05/15/2014 08:00 AM |
| 7270 | Emulator | Emulator Issues | Won't fix | Normal | Mario Super Sluggers "Superstar" gauge ceases to function as of tev_fixes_new (With Fast Depth Disabled only) | Armada | 01/02/2016 01:06 AM |
| 7261 | Emulator | Emulator Issues | Invalid | Normal | Super Mario Sunshine: Paint/Goo doesn't clear with Scaled EFB on in D3D Backend | | 05/06/2014 08:22 PM |
| 7258 | Emulator | Emulator Issues | Fixed | Normal | Madden NFL 2003 requires RealXFB for videos | kostamarino | 05/04/2014 06:58 PM |
| 7257 | Emulator | Emulator Issues | Fixed | Normal | Sonic Riders Crashes without Fast Disc Speed in Story Mode | | 05/04/2014 12:56 PM |
| 7254 | Emulator | Emulator Issues | Accepted | Low | Feature Request: Switching between Interpreter/Cached Interpreter/JIT during emulation | | 07/05/2024 09:28 PM |
| 7251 | Emulator | Emulator Issues | Fixed | High | 4.0-1503 (New PPCAnalyst Class) causes Star Wars Rogue Leader to hang at boot except on Interpreter | | 05/01/2014 02:00 PM |
| 7241 | Emulator | Emulator Issues | Duplicate | Normal | HLE Audio plays at 2/3rds speed in Dave Mirra's Pro BMX 2 | | 04/27/2014 04:18 AM |
| 7240 | Emulator | Emulator Issues | Fixed | Normal | Dave Mirra's Pro BMX 2 crashes often | | 04/27/2014 04:13 AM |
| 7236 | Emulator | Emulator Issues | Invalid | Normal | Change Sonic Heroes INI to reflect fixes to Issue 267 | kostamarino | 04/25/2014 08:03 AM |
| 7235 | Emulator | Emulator Issues | Won't fix | Normal | Interface: DSP Emulator Engine naming scheme improvements | | 04/24/2014 11:34 PM |
| 7231 | Emulator | Emulator Issues | Fixed | Normal | Monster Hunter Tri suffers odd defects with Skip EFB Access to CPU unchecked (D3D) | | 04/24/2014 12:54 AM |
| 7230 | Emulator | Emulator Issues | Fixed | Normal | True Crime New York City: Missing Support for Custom Floating Point Exception Handler | | 10/13/2021 06:45 PM |
| 7229 | Emulator | Emulator Issues | Fixed | High | Single Core + Software Renderer Hangs The Urbz: Sims in the City as of 4.0-905 | degasus | 01/07/2016 02:15 AM |
| 7228 | Emulator | Emulator Issues | Fixed | Normal | Star Wars Rogue Leader screeches in HLE Audio | | 04/26/2022 10:04 PM |

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| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|------|----------|-----------------|-----------|----------|---|-------------|---------------------|
| 7227 | Emulator | Emulator Issues | Fixed | Normal | Blood Omen 2 Fog/Skybox? Defects | | 04/23/2014 09:57 AM |
| 7226 | Emulator | Emulator Issues | Fixed | Normal | RealXFB causes severe video issues throughout The Urbz: Sims in the City | | 04/23/2014 09:15 AM |
| 7225 | Emulator | Emulator Issues | Fixed | Normal | The Urbz: Sims in the City bathroom/sex censors malfunction | | 08/20/2019 10:06 PM |
| 7224 | Emulator | Emulator Issues | Fixed | Normal | NBA Street Vol. 3 needs MMU Speedhack to run | kostamarino | 04/23/2014 06:42 AM |
| 7223 | Emulator | Emulator Issues | Fixed | Normal | NBA Live 2005 Foul Shot Camera from behind the basket is Broken in D3D [Viewport Issue] | | 04/23/2014 12:36 AM |
| 7220 | Emulator | Emulator Issues | Fixed | Normal | VERY_ACCURATE_FP is needed to fix physics/collision detection in some games. | | 04/21/2014 09:57 PM |
| 7216 | Emulator | Emulator Issues | Fixed | Normal | 007 Agent Under Fire requires RealXFB to display some videos | | 04/21/2014 08:01 AM |
| 7215 | Emulator | Emulator Issues | Fixed | Normal | 007 Agent Under Fire - Loading Levels INCREDIBLY slow and broken after 4.0-1192 in OGL; Always slow in D3D. | | 04/21/2014 07:50 AM |
| 7214 | Emulator | Emulator Issues | Fixed | Normal | Fifologs crash if Real/Virtual XFB are on | | 08/11/2017 01:41 AM |
| 7213 | Emulator | Emulator Issues | Fixed | Normal | Animal Crossing doesn't work with Virtual or RealXFB | | 04/20/2014 11:42 PM |
| 7212 | Emulator | Emulator Issues | Fixed | Normal | Ed, Edd n' Eddy The MisEdventures Screen Issues | degasus | 04/20/2014 11:18 PM |
| 7211 | Emulator | Emulator Issues | Fixed | Normal | Many GameCube NES Emulated Games have severe distortion/offset | | 04/20/2014 11:00 PM |
| 7209 | Emulator | Emulator Issues | Fixed | Low | If you run multiple games from the gamelist at the same time Dolphin crashes | | 04/19/2014 11:43 PM |
| 7204 | Emulator | Emulator Issues | Invalid | Normal | Sonic the Fighters Chaos Emeralds Render Incorrectly | | 01/29/2017 07:40 PM |
| 7203 | Emulator | Emulator Issues | Fixed | Normal | Sonic The Fighters Credits Messed up | | 11/30/2015 07:05 PM |
| 7202 | Emulator | Emulator Issues | Fixed | Normal | Sonic Gems Collection - Sonic The Fighters Fighter Profile Pics Broken | | 11/30/2015 07:05 PM |
| 7201 | Emulator | Emulator Issues | Fixed | Normal | Batman Vengeance Cutscenes sound garbled in HLE and LLE audio | | 04/19/2014 03:32 AM |
| 7200 | Emulator | Emulator Issues | Duplicate | Normal | Batman Vengeance Menu Sounds are wrong in HLE | delroth | 04/19/2014 03:28 AM |
| 7199 | Emulator | Emulator Issues | Accepted | Normal | Sonic Mega Collection Blue Sphere has severe screen tearing issues [cpuTiming] | | 04/19/2014 02:49 AM |
| 7197 | Emulator | Emulator Issues | Fixed | Normal | Midway Arcade Treasures 2: PSE in HID2 Was Unset | | 04/19/2014 02:07 AM |
| 7196 | Emulator | Emulator Issues | Fixed | Normal | Tony Hawk Pro Skater 4 - Lines on Reflection | | 04/19/2014 01:45 AM |
| 7195 | Emulator | Emulator Issues | Fixed | Normal | MOVBE Optimization (4.0-1380) breaks 32bit again | delroth | 04/19/2014 12:10 AM |
| 7193 | Emulator | Emulator Issues | Fixed | Normal | VP6 Video Decoder Issue | | 11/18/2021 06:49 PM |
| 7192 | Emulator | Emulator Issues | Accepted | Normal | Ocarina of Time Master Quest "Video Previews" freeze up [cpuTiming] | | 09/22/2024 09:21 PM |
| 7173 | Emulator | Emulator Issues | Fixed | Normal | VI scaling isn't performed correctly with RealXFB | | 04/14/2014 06:34 AM |
| 7172 | Emulator | Emulator Issues | Fixed | Urgent | DSP LLE on thread causes severe slowdown past VC2013 merge | delroth | 04/13/2014 10:17 PM |
| 7170 | Emulator | Emulator Issues | Fixed | Normal | Starfox Adventures HLE Audio Popping | delroth | 04/13/2014 01:04 AM |
| 7158 | Emulator | Emulator Issues | Fixed | Normal | Super Mario Galaxy - Hitting Topman Tribe Enemies into walls causes them to infinitely spin in place | | 04/07/2014 02:08 AM |
| 7153 | Emulator | Emulator Issues | Fixed | Normal | Super Mario Galaxy 1: Collision Problem in Bowser's Dark Matter Factory | | 04/03/2014 11:36 PM |
| 7143 | Emulator | Emulator Issues | Accepted | Normal | DualCore Timing Mega Issue | | 07/19/2023 01:58 PM |

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| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|------|----------|-----------------|-----------|----------|--|-----------|---------------------|
| 7141 | Emulator | Emulator Issues | Invalid | Normal | DualCore Option results in the possibility of severe timing issues | | 03/31/2014 01:05 AM |
| 7128 | Emulator | Emulator Issues | Accepted | Low | Widescreen Hack Currently Performs Poorly | | 03/27/2014 07:59 PM |
| 7127 | Emulator | Emulator Issues | Fixed | High | Zelda ucode HLE Master Issue | delroth | 03/27/2014 03:02 PM |
| 7126 | Emulator | Emulator Issues | Fixed | Normal | The Legend of Zelda: Four Swords Adventures audio channels unbalanced [Zelda UCode] | delroth | 03/27/2014 01:04 PM |
| 7125 | Emulator | Emulator Issues | Fixed | Normal | Super Mario Galaxy 1/2 freeze when you get a grand star in HLE | | 03/27/2014 06:12 AM |
| 7121 | Emulator | Emulator Issues | Fixed | Normal | Pokemon Snap (VC) has literally no audio | | 03/26/2014 08:07 PM |
| 7119 | Emulator | Emulator Issues | Fixed | Normal | 4.0-1288 discolors ALL NES game background/tiles | NeoBrainX | 03/26/2014 06:27 PM |
| 7118 | Emulator | Emulator Issues | Fixed | Normal | PAL NES games have audio constantly stuttering. | | 09/03/2015 02:26 PM |
| 7117 | Emulator | Emulator Issues | Fixed | Normal | MSX games audio malfunctions under DSP-HLE | delroth | 03/26/2014 05:13 PM |
| 7116 | Emulator | Emulator Issues | Fixed | Normal | Cave Story Audio pops/distorts in DSP_HLE [Volume Ramping] | delroth | 03/26/2014 04:57 PM |
| 7111 | Emulator | Emulator Issues | Fixed | Urgent | 4.0-879 causes audio to be dumped realtime instead of fullspeed | degasus | 03/25/2014 05:23 PM |
| 7105 | Emulator | Emulator Issues | Fixed | Normal | Tony Hawk Pro Skater 4 Loading Screens Black Screened/Garbled in OpenGL | | 03/23/2014 12:07 PM |
| 7102 | Emulator | Emulator Issues | Invalid | Normal | Luigi's mouth flickers during intro cutscene of Luigi's Mansion using Dualcore | | 03/22/2014 04:36 AM |
| 7101 | Emulator | Emulator Issues | Fixed | Normal | Four Swords Adventures + (NTSC-J) suffers VBA-M disconnects and low framerate in Tetra's Trackers mode | | 03/22/2014 04:22 AM |
| 7100 | Emulator | Emulator Issues | Fixed | Normal | Sonic Adventure 1 and 2 GBA Connectivity runs at 1 fps VBA side | | 03/20/2014 10:09 AM |
| 7099 | Emulator | Emulator Issues | Fixed | Normal | Nintendo Puzzle Collection GBA Connectivity works Improperly; Framerate Issue | | 03/20/2014 10:09 AM |
| 7098 | Emulator | Emulator Issues | Fixed | Normal | GBA Connectivity Master Issue | | 07/21/2021 09:20 AM |
| 7094 | Emulator | Emulator Issues | Fixed | Normal | Software Renderer does not draw non-sprites in NES games (Debug Builds Work, not Release Builds) | | 04/09/2021 05:58 PM |
| 7092 | Emulator | Emulator Issues | Fixed | Normal | NES Games (Virtual Console and from Various GameCube Emulated NES) seem to draw from one sprite sheet | | 03/17/2014 07:10 AM |
| 7045 | Emulator | Emulator Issues | Fixed | Normal | Harvest Moon: Magical Melody Audio Issues (AI) | | 02/21/2014 02:10 PM |
| 7030 | Emulator | Emulator Issues | Invalid | Normal | Some games are offset downward, example Nintendo Puzzle Collection/Panel De Pon | | 02/13/2014 03:54 AM |
| 7007 | Emulator | Emulator Issues | Fixed | Normal | Super Mario Galaxy 2 Underwater Fog Renders Incorrectly (all backends) | | 02/01/2014 05:30 PM |
| 7000 | Emulator | Emulator Issues | Fixed | High | Cache Display Lists is completely incompatible with NVIDIA Buffer Storage | | 01/29/2014 03:07 PM |
| 6996 | Emulator | Emulator Issues | Fixed | Normal | Removal of the Vertex Streaming Hack causes HUGE slowdown on NVIDIA in Windows | | 01/28/2014 01:45 PM |
| 6983 | Emulator | Emulator Issues | Fixed | Normal | Mega Man X: Command Mission Music + Most Voice Acting stops | | 01/25/2014 12:36 AM |
| 6959 | Emulator | Emulator Issues | Fixed | Normal | MegaMan Anniversary Collection videos need "RealXFB" | | 01/16/2014 02:35 PM |
| 6954 | Emulator | Emulator Issues | Won't fix | Low | Dolphin has no way of letting users open/edit Wii SD cards. | | 03/22/2018 03:55 PM |
| 6938 | Emulator | Emulator Issues | Fixed | Normal | The Legend of Zelda: Ocarina of Time Master Quest Likes to Hang/Crash [cpuTiming] | | 04/26/2016 10:23 AM |

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| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|------|----------|-----------------|--------------|----------|--|-------------|---------------------|
| 6936 | Emulator | Emulator Issues | Fixed | High | PPC_FP Merge Master Issue | | 01/08/2014 09:42 AM |
| 6934 | Emulator | Emulator Issues | Fixed | Normal | Ed, Edd n' Eddy The MisEdventures has lighting defects. | | 10/22/2016 04:10 PM |
| 6933 | Emulator | Emulator Issues | Questionable | Normal | Phantasy Star Online 1 & 2 Plus freeze when going to calendar | | 12/01/2024 08:27 PM |
| 6932 | Emulator | Emulator Issues | Fixed | Normal | Godzilla: Destroy All Monsters Melee has weird artifacting on the horizon | | 01/07/2014 03:38 AM |
| 6931 | Emulator | Emulator Issues | Duplicate | Normal | Harry Potter and the Goblet of Fire incredibly unstable in dualcore | | 01/07/2014 03:20 AM |
| 6930 | Emulator | Emulator Issues | Accepted | Normal | Spyro: Enter The Dragonfly Gate Clip does not work on emulator | | 01/07/2014 03:16 AM |
| 6929 | Emulator | Emulator Issues | Won't fix | Normal | Harry Potter and the Goblet of Fire shading Defects (Slowdepth only) | | 01/02/2016 01:34 AM |
| 6928 | Emulator | Emulator Issues | Fixed | Normal | PPC_FP Merge (4.0-404) breaks text in Pool Paradise | | 01/07/2014 02:17 AM |
| 6927 | Emulator | Emulator Issues | Fixed | Normal | Disney's Tarzan Untamed has problems on HLE | delroth | 01/07/2014 02:03 AM |
| 6918 | Emulator | Emulator Issues | Fixed | Low | Netplay needs to sync CPU Emulator Engine | | 01/02/2014 08:16 AM |
| 6899 | Emulator | Emulator Issues | Fixed | Normal | Spyro: A Hero's Tail has problems with shimmering on EFB2Tex, EFB2Ram | | 08/14/2017 08:28 PM |
| 6898 | Emulator | Emulator Issues | Fixed | Normal | Spyro: A Hero's Tail has severe glitching in OGL As of OGLTex2D Merge | | 12/26/2013 11:28 PM |
| 6897 | Emulator | Emulator Issues | Duplicate | Normal | Swingerz Golf glitches minor graphical flickers under certain settings | | 12/26/2013 11:05 PM |
| 6896 | Emulator | Emulator Issues | Fixed | Normal | 4.0-104 causes INI problems. | | 12/26/2013 10:07 PM |
| 6868 | Emulator | Emulator Issues | Fixed | Normal | Gecko Loader (used for Project M and loading cheats for Wii games) no longer works since PPC_FP merge | | 12/10/2013 07:09 AM |
| 6855 | Emulator | Emulator Issues | Fixed | Normal | Sonic Gems Collection: Sonic The Fighters graphically broken by Revision 4.0-404 | | 12/07/2013 12:41 PM |
| 6826 | Emulator | Emulator Issues | Fixed | Normal | Pokemon Colosseum crashes when Weezing is shifted into battle | | 11/20/2013 06:07 AM |
| 6791 | Emulator | Emulator Issues | Fixed | Normal | Mario Superstar Baseball Randomly Suddenly Crashes during Transitions | | 11/04/2013 10:35 AM |
| 6786 | Emulator | Emulator Issues | Fixed | Normal | Sonic Riders Zero Gravity Afterburst Effect Sticks on Screen until changing Texture Cache Setting | | 10/30/2022 07:59 AM |
| 6774 | Emulator | Emulator Issues | Fixed | Normal | Tiger Woods PGA Tour 2005 needs MMU Speedhack | kostamarino | 10/30/2013 09:59 AM |
| 6773 | Emulator | Emulator Issues | Fixed | Normal | Tiger Woods PGA Tour 2006 needs MMU Speedhack | kostamarino | 10/30/2013 09:56 AM |
| 6772 | Emulator | Emulator Issues | Fixed | Normal | OpenGL slows down over time and D3D11 Crashes in Mario Golf at 3x IR or higher: "Failed to create texture" | | 09/26/2015 05:12 PM |
| 6771 | Emulator | Emulator Issues | Fixed | Normal | Mario Golf (VC) shadows cut through character's legs | | 10/30/2013 09:33 AM |
| 6770 | Emulator | Emulator Issues | Duplicate | Normal | NHL 2003 needs zFreeze for shadows on the ice rink to render properly | | 10/30/2013 09:19 AM |
| 6752 | Emulator | Emulator Issues | Fixed | Normal | MVP Baseball 2004 and 2005 looks like a rave party whenever 2D is shown. | | 09/17/2020 09:11 PM |
| 6751 | Emulator | Emulator Issues | Fixed | Normal | MVP Baseball 2005 needs MMU Speedhack in INI | | 10/23/2013 11:20 AM |
| 6734 | Emulator | Emulator Issues | Fixed | Low | Record Input in Netplay Window can be checked while game is running but does nothing. | | 10/14/2013 09:02 PM |
| 6704 | Emulator | Emulator Issues | Fixed | Normal | Dualcore Unsuitable For Netplay | comexk | 10/05/2013 01:27 AM |
| 6700 | Emulator | Emulator Issues | Fixed | Normal | Even with Full MMU Emulation, 007 Agent Under Fire Hangs in Menus usually | | 10/03/2013 10:26 PM |

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| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|------|----------|-----------------|-----------|----------|---|---------------|---------------------|
| 6615 | Emulator | Emulator Issues | Fixed | Normal | GALE01 Action Replay Codes crash Dolphin + Possiblity of Compilation Code For Easy Netplay? | delroth | 09/18/2013 04:21 AM |
| 6609 | Emulator | Emulator Issues | Invalid | Normal | All Specular lighting stuck maxed out in Super Smash Bros. Melee (OGL) | | 09/17/2013 12:24 AM |
| 6602 | Emulator | Emulator Issues | Accepted | Low | There is no way to set Dolphin to run at a particular Window Size within the UI | | 07/05/2024 09:28 PM |
| 6592 | Emulator | Emulator Issues | Invalid | Normal | Vertex Streaming Hack crashes Sonic Riders during Loading before Multiplayer Sand Ruins | | 09/10/2013 05:17 AM |
| 6580 | Emulator | Emulator Issues | Fixed | High | Super Mario Sunshine Performance Queries incorrectly written in INI | kostamarino | 03/18/2016 09:02 AM |
| 6579 | Emulator | Emulator Issues | Fixed | High | Merge the Two GCPad Areas into one like Wilmotes | | 09/03/2013 11:41 PM |
| 6575 | Emulator | Emulator Issues | Fixed | Normal | Patch: Make the Memory Card A/B setting sync across netplay | | 09/03/2013 08:43 AM |
| 6573 | Emulator | Emulator Issues | Fixed | High | Fix for Dualcore/Single Core not setting properly in netplay | | 09/02/2013 11:45 PM |
| 6554 | Emulator | Emulator Issues | Fixed | Normal | Suggestion: Change Default Audio Back-end from dsound to xaudio2 or OpenAL on Windows | | 08/30/2013 04:25 PM |
| 6552 | Emulator | Emulator Issues | Fixed | High | Vertex Streaming Hack Tooltip is inaccurate | degasus | 08/29/2013 11:04 PM |
| 6543 | Emulator | Emulator Issues | Fixed | Normal | Blacked out Graphics in Mega Man Network Transmission | | 08/27/2013 12:14 AM |
| 6542 | Emulator | Emulator Issues | Fixed | Normal | Mega Man Network Transmission Glitched Dynamic Lighting on D3D11 and Software | | 08/27/2013 12:02 AM |
| 6541 | Emulator | Emulator Issues | Duplicate | Normal | Mega Man Network Transmission tends to crash when FPS and VPS are far apart | | 08/26/2013 11:37 PM |
| 6535 | Emulator | Emulator Issues | Fixed | Normal | Netplay no longer allows Dualcore | JMC4789 | 08/26/2013 01:05 AM |
| 6524 | Emulator | Emulator Issues | Fixed | Normal | Netplay: Pad Buffer Defaults to 0 even though the box says 20. | johnwchadwick | 08/23/2013 02:18 AM |
| 6511 | Emulator | Emulator Issues | Fixed | High | Netplay Crashes on client window close as of the addition of window closing stopping the game | magcius | 08/19/2013 05:41 PM |
| 6509 | Emulator | Emulator Issues | Fixed | Normal | There is no way to handle AR-codes for games with multiple revisions. | | 08/18/2013 12:03 PM |
| 6508 | Emulator | Emulator Issues | Fixed | Normal | Patch: Increase Polling Rate in Netplay to what it was before Useful-Netplay-Changes merge | | 08/18/2013 11:03 AM |
| 6500 | Emulator | Emulator Issues | Duplicate | Normal | Certain games with Miis glitch faces with Dualcore Enabled | | 08/08/2017 10:03 AM |
| 6498 | Emulator | Emulator Issues | Duplicate | Normal | Dolphin Lacks the ability to check Gamecube Disc Integrity | | 03/23/2019 10:14 AM |
| 6494 | Emulator | Emulator Issues | Won't fix | Normal | OBS Game capture adversely affect OpenGL | | 08/14/2013 12:44 PM |
| 6492 | Emulator | Emulator Issues | Fixed | High | Jasper's Netplay somehow makes it crash even more than before. Also reporting other crashes. | magcius | 08/14/2013 01:08 AM |
| 6481 | Emulator | Emulator Issues | Fixed | Normal | Sonic Heroes Text has weird Underlines at varying IRs, including 1X IR in OpenGL Only | | 08/12/2013 11:19 AM |
| 6480 | Emulator | Emulator Issues | Invalid | Normal | Mario Power Tennis animations break during face-off | | 08/12/2013 02:40 AM |
| 6467 | Emulator | Emulator Issues | Duplicate | Normal | Mega Man Network Transmission: Special Effects Broken on OpenGL | degasus | 08/10/2013 12:35 PM |
| 6465 | Emulator | Emulator Issues | Fixed | Normal | Fortune Street Cloud/Water flickering regression OpenGL | degasus | 08/10/2013 06:58 AM |
| 6464 | Emulator | Emulator Issues | Fixed | Low | Fortune Street: HCI_CMD_INQUIRY is called in two player | | 08/10/2013 06:15 AM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|------|----------|-----------------|-----------|----------|---|----------------------|---------------------|
| 6452 | Emulator | Emulator Issues | Invalid | Normal | x86 and x64 netplay do not sync except in one really stupid case. | | 08/04/2013 07:33 AM |
| 6398 | Emulator | Emulator Issues | Fixed | Low | Termina Bay Background on Smash Bros Melee has Odd Lighting Errors | | 06/28/2013 04:01 PM |
| 6392 | Emulator | Emulator Issues | Fixed | Normal | D3D11 no Longer shows Melee's Menus since Shader UIDS awesome merge | | 06/24/2013 05:15 PM |
| 6391 | Emulator | Emulator Issues | Fixed | Normal | Battlefield Backgrounds Flickers Strange Artifacts Intermittently (OpenGL) | | 06/24/2013 12:11 PM |
| 6298 | Emulator | Emulator Issues | Fixed | Normal | F-Zero X improper geometry culling | | 05/06/2013 08:57 PM |
| 6297 | Emulator | Emulator Issues | Fixed | Normal | F-Zero X Virtual Console Incorrect Nintendo Screen Timing | | 05/06/2013 08:46 PM |
| 6275 | Emulator | Emulator Issues | Duplicate | Normal | Nintendo Puzzle Collection (J) has severe lockups in D3D9/D3D11 | | 04/25/2013 05:36 PM |
| 6269 | Emulator | Emulator Issues | Fixed | Normal | Mario Kart Double Dash Darkened Player Character in Viewport (D3D11) | NeoBrainX | 04/18/2013 11:01 PM |
| 6211 | Emulator | Emulator Issues | Fixed | Low | Paper Mario: The Thousand Year Door Poster Peeling Effects is broken (All Backends) | | 04/05/2013 09:05 PM |
| 6210 | Emulator | Emulator Issues | Fixed | High | Better integral EFB ratio enforcement for gameinis | rachelbryk | 04/05/2013 07:44 PM |
| 6207 | Emulator | Emulator Issues | Fixed | Normal | Feature Request: Recording Input/Movies in Netplay | | 04/05/2013 02:23 AM |
| 6205 | Emulator | Emulator Issues | Fixed | Urgent | D3D9 PE metrics crashes dolphin on close | rodolfoosvaldobogado | 04/04/2013 07:45 AM |
| 6197 | Emulator | Emulator Issues | Invalid | Low | Paper Mario: The Thousand Year Door T.V. during Chapter 3 has horizontal black lines across it (All Backends) | | 04/02/2013 09:52 PM |
| 6196 | Emulator | Emulator Issues | Fixed | Low | Paper Mario: The Thousand Year Door, background renders improperly during pageflip (All Backends) | crudelios | 04/02/2013 09:26 PM |
| 6195 | Emulator | Emulator Issues | Invalid | Normal | Paper Mario: The Thousand Year Door Garbage During Certain Transitions (Maybe Only D3D11?) | | 04/02/2013 08:55 PM |
| 6194 | Emulator | Emulator Issues | Invalid | Normal | Paper Mario: The Thousand Year Door, Blackout when Flattening in D3D11 | | 04/02/2013 08:34 PM |
| 6193 | Emulator | Emulator Issues | Fixed | Normal | Paper Mario: The Thousand Year Door broken Camera in Chapter 3 Cutscene | | 04/02/2013 08:07 PM |
| 6186 | Emulator | Emulator Issues | Won't fix | Normal | Dolphin is making people's expectations unrealistically high!!!!!!! | | 04/01/2013 11:44 AM |
| 6169 | Emulator | Emulator Issues | Fixed | Low | Sonic Riders Lighting Highlights Fail to work in D3D11 | NeoBrainX | 03/29/2013 08:06 AM |
| 6168 | Emulator | Emulator Issues | Fixed | Normal | Paper Mario: The Thousand Year Door Glitched Punies | | 03/29/2013 07:46 AM |
| 6157 | Emulator | Emulator Issues | Fixed | Normal | Mario Party 8 Swervin' Skies Graphical Corruption | | 03/26/2013 06:18 PM |
| 6154 | Emulator | Emulator Issues | Fixed | Low | Paper Mario Water Reflection Problems After Stone Key Quiz | crudelios | 03/26/2013 03:50 AM |
| 6150 | Emulator | Emulator Issues | Fixed | Normal | Software Renderer Fails in Fortune Street "Matrix Indices don't match" | | 03/25/2013 07:01 AM |
| 6147 | Emulator | Emulator Issues | Fixed | Normal | Fortune Street Memory Match Graphical Glitches | | 02/15/2018 04:23 PM |
| 6146 | Emulator | Emulator Issues | Invalid | Normal | Fortune Street Venture Board displays improperly | | 03/25/2013 02:43 AM |
| 6145 | Emulator | Emulator Issues | Invalid | Normal | Fortune Street Wilmote Disconnect | Billiard26 | 03/25/2013 02:07 AM |
| 6139 | Emulator | Emulator Issues | Duplicate | Low | Super Mario Sunshine Lined Loading Screens | | 03/22/2013 06:33 PM |
| 6135 | Emulator | Emulator Issues | Fixed | High | Super Mario Sunshine Grass Broken by Vertex Loader Cleanup | | 03/22/2013 04:18 PM |
| 6100 | Emulator | Emulator Issues | Fixed | Normal | Super Mario Sunshine Phantom Wall | | 03/15/2013 06:42 PM |
| 6096 | Emulator | Emulator Issues | Fixed | Normal | Super Mario Sunshine JIT And Interpreter causes in-accurate collision detection in Pianta Village 5 | | 03/14/2013 07:52 PM |

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