

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|-----------|----------|---|----------|---------------------|
| 12094 | Emulator | Emulator Issues | Fixed | Normal | Direct3D12 and GPU Texture Decoding causes texture corruption | | 08/11/2021 11:07 PM |
| 12244 | Emulator | Emulator Issues | Won't fix | Normal | Vulkan and Vsync: previous buffer shown when fast forwarding | | 07/20/2021 02:36 AM |
| 12411 | Emulator | Emulator Issues | Fixed | Normal | UI: "Open Containing Folder" may open executable in the previous folder | | 03/16/2021 08:56 AM |
| 13164 | Emulator | Emulator Issues | Fixed | Normal | About SDL controller backend being disabled by default on Linux (ENABLE_SDL) | | 01/14/2024 08:32 AM |
| 13307 | Emulator | Emulator Issues | New | Normal | Toggling "Manual Texture Sampling" twice while a game is running ruins shader cache (Ubershaders) | | 07/22/2023 07:50 PM |
| 13580 | Emulator | Emulator Issues | Fixed | Normal | "Use PAL60 Mode (EuRGB60)" setting becomes disabled when playing an NTSC game for a few minutes | | 08/27/2024 06:40 PM |
| 13610 | Emulator | Emulator Issues | Fixed | Normal | Need for Speed: Nitro - Audio crackling when using nitro | | 09/07/2024 03:06 PM |