Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
13164	Emulator	Emulator Issues	Fixed	Normal	About SDL controller backend being disabled by default on Linux (ENABLE_SDL)		01/14/2024 08:32 AM
12094	Emulator	Emulator Issues	Fixed	Normal	Direct3D12 and GPU Texture Decoding causes texture corruption		08/11/2021 11:07 PM
13610	Emulator	Emulator Issues	Fixed	Normal	Need for Speed: Nitro - Audio crackling when using nitro		09/07/2024 03:06 PM
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
12411	Emulator	Emulator Issues	Fixed	Normal	UI: "Open Containing Folder" may open executable in the previous folder		03/16/2021 08:56 AM
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
12244	Emulator	Emulator Issues	Won't fix	Normal	Vulkan and Vsync: previous buffer shown when fast forwarding		07/20/2021 02:36 AM