

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
10445	Emulator	Emulator Issues	Fixed	Normal	Display initializing to 30Hz with D3D since 5.0-4657 (Quad-buffered stereoscopy)	Armada	09/03/2017 01:28 PM
8898	Emulator	Emulator Issues	Fixed	Normal	WarioWare: Smooth Moves : 4.0-6204 breaks/hides certain objects with D3D.	Armada	08/23/2016 05:36 PM
8585	Emulator	Emulator Issues	Duplicate	Normal	Dolphin 4.0-6021 causes consistent freezes when exiting a game from D3D exclusive fullscreen.		05/20/2015 05:26 AM
7622	Emulator	Emulator Issues	Fixed	Low	Intel HD has issues with buffer storage since windows driver v15.36.3.64.3907 (worked around)		09/04/2014 07:13 PM
7548	Emulator	Emulator Issues	Fixed	Normal	Water renders black in Super Mario Galaxy 1 with Intel HD and OGL	degasus	08/06/2014 11:45 AM
7376	Emulator	Emulator Issues	Fixed	High	Crashes with JIT since 4.0-1839 ("Jump target too far away, needs force5Bytes = true")		06/12/2014 10:08 PM
7167	Emulator	Emulator Issues	Won't fix	Normal	[Intel GPUs] Texture glitches on D3D backend since 4.0-1288		04/11/2014 07:51 PM
7040	Emulator	Emulator Issues	Fixed	Normal	Frame Skipping option not saved, preferably pergame/gameinei usage implemented. Helps in SMG1.		02/18/2014 12:09 PM