Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
10917	Emulator	Emulator Issues	Fixed	Normal	"ForceProgressive = False" causes issues, no way to know from the GUI		05/23/2018 06:44 AM
9501	Emulator	Emulator Issues	Fixed	Normal	The Last Story Double Shadows		09/03/2016 06:58 PM
9471	Emulator	Emulator Issues	Fixed	Normal	No properties page for homebrew, can't enable or disable MMU for homebrew		05/21/2021 10:43 PM
9470	Emulator	Emulator Issues	Fixed	Normal	NeoGamma is broken since Dolphin 4.0-5450		05/18/2016 03:52 PM
9382	Emulator	Emulator Issues	Accepted	Normal	Textures get blurry in new super mario bros when changing IR		08/18/2017 12:09 AM
8253	Emulator	Emulator Issues	Fixed	Normal	Baten Kaitos, D3D, pixel shader error after zfreeze merge	phire	02/20/2015 08:33 PM
8252	Emulator	Emulator Issues	Duplicate	Normal	Okami, D3D, lag when painting/fixing, [EFB Access]		02/20/2015 07:54 PM
8228	Emulator	Emulator Issues	Invalid	Normal	Wind Waker PAL, mostly DirectX, bottom line of the screen issues		02/14/2015 07:34 PM
8227	Emulator	Emulator Issues	Fixed	Normal	Metroid Prime 3, low resolution upper left quarter of the screen, only when moving		02/14/2015 06:30 PM
7368	Emulator	Emulator Issues	Won't fix	Normal	Add the source code for the codehandler.bin, which is used for Ocarina/Gecko OS codes		06/11/2014 12:40 PM