

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
9113	Emulator	Emulator Issues	Working as intended	Normal	Super Mario Galaxy - Cosmic Mario Shell is Messed Up Texturally		05/03/2018 08:36 AM
9112	Emulator	Emulator Issues	Working as intended	Normal	Super Mario		11/21/2015 04:34 AM
9101	Emulator	Emulator Issues	Duplicate	Low	[Feature] Ability to select audio output device from within Dolphin		08/11/2017 10:19 AM
9090	Infrastructure	Issue	Working as intended	Normal	Placeholder Text		11/12/2015 09:30 PM
9089	Emulator	Emulator Issues	Duplicate	Normal	Feature Request - Capture at Native Resolution Instead of What the Screen is Stretched to (F9)		11/12/2015 07:11 AM
9088	Emulator	Emulator Issues	Duplicate	Normal	SMS: debug boxes show up in "Bianco Hills - Secret of the Dirty Lake"		11/12/2015 03:36 AM
9087	Emulator	Emulator Issues	Duplicate	Normal	Super Mario Sunshine - Shaky Bridge in Bianco Hills		11/16/2015 09:24 PM
9086	Infrastructure	Issue	Duplicate	Normal	Permanent Login		11/12/2015 06:46 AM
9083	Emulator	Emulator Issues	Won't fix	Normal	Feature Request: Option To Turn Off *.ini		11/11/2015 09:21 PM
9065	Emulator	Emulator Issues	Won't fix	Normal	F-Zero GX - Credits Inaccurate		11/11/2015 08:09 AM
9063	Emulator	Emulator Issues	Invalid	Normal	OpenGL Multiple Shadows Related to Anisotropic Filtering		01/21/2016 08:54 PM
8519	Emulator	Emulator Issues	Invalid	Normal	Slight Video Playback Issue In Hot Wheels: World Race		04/27/2015 10:47 PM
8513	Emulator	Emulator Issues	Accepted	Normal	Game List, Change Disc, Properties, etc. become inaccessible with Render-to-Main		03/19/2024 03:01 AM
8504	Emulator	Emulator Issues	Fixed	Normal	TextureCache::CreateTexture Failed		04/28/2020 02:26 PM
8501	Emulator	Emulator Issues	Fixed	Normal	Auto-Resizing Memory Card Manager Window		12/25/2018 06:46 PM
8490	Emulator	Emulator Issues	Invalid	Normal	Frame Rate Issues Window Focus-Dependent For One Game I Tested		04/21/2015 06:30 AM
8489	Emulator	Emulator Issues	Duplicate	Normal	Improper Rendering of Text		04/21/2015 06:15 AM