Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
4608	Emulator	Emulator Issues	Fixed	Normal	ACL queue tends to be overfilled (over 10 packets) in some situations, causing occasionnal packet loss (Wiimote disconnections, forgotten extensions, etc) -- issue introduced with r7394's functionality changes		06/17/2011 07:45 PM
4602	Emulator	Emulator Issues	Fixed	Normal	r7425 leaves the renderer window open (in a weird way) whenever initializing DSP-LLE or the video backend fails.		06/16/2011 05:30 PM
3665	Emulator	Emulator Issues	Fixed	Normal	Loading a save state that doesn't exist leaves the emulation in a paused state.	skidau	12/07/2010 05:43 PM
3443	Emulator	Emulator Issues	Fixed	Normal	Harry Potter and the Half-Blood Prince (RH6P) is unable to read/save the game		11/02/2010 09:52 PM
1610	Emulator	Emulator Issues	Fixed	Normal	Mario & Sonic at the Olympic Winter Games (PAL) - hang at loading screens		11/02/2009 01:13 PM