# Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|---|---------|---------|--------|----------|---------|----------|---------|
| 13632 | Emulator | Emulator Issues | New | Normal | MySims Agents: Character editor broken due to Store EFB textures to Texture Only | | 10/01/2024 03:19 PM |
| 13631 | Emulator | Emulator Issues | New | Normal | Broken text in MySims Agents PAL | | 09/20/2024 04:24 PM |
| 13605 | Emulator | Emulator Issues | Accepted | Normal | Ikenie no Yoru: In-game boot error | | 09/01/2024 03:04 PM |
| 13604 | Emulator | Emulator Issues | New | Normal | Super Mario Sunshine: D3D12 render show a cascade of errors and freezes/crashes on the title screen | | 09/21/2024 04:09 PM |
| 13599 | Emulator | Emulator Issues | New | Normal | The Simpsons: Road Rage: The game freezees after a reset | | 08/30/2024 07:09 PM |
| 13357 | Emulator | Emulator Issues | New | Normal | Dolphin freezes after adding an encrypted Action Replay code of 128 lines or more. | | 09/27/2023 09:15 AM |
| 12761 | Emulator | Emulator Issues | Duplicate | Normal | Black flashing when pressing or releasing turbo button with Vulkan in Exclusive Fullscreen in my laptop's 120hz screen | | 10/26/2022 06:32 PM |
| 9814 | Emulator | Emulator Issues | Won't fix | Normal | Dolphin doesn't autodetect the 4:3 aspect ratio in Super Smash Bros Brawl (PAL) | | 11/18/2017 07:37 PM |
| 9645 | Emulator | Emulator Issues | Won't fix | Normal | Super Mario Sunshine: The anisotropic Filtering makes the water of the title screen extremely bright in both OpenGL and DirectX11 | | 08/08/2017 09:26 AM |
| 9304 | Emulator | Emulator Issues | Invalid | Normal | The latest NVIDIA drivers generate random black frames in OpenGL mode (NVidia 820M) | | 01/28/2016 10:20 AM |
| 9274 | Emulator | Emulator Issues | New | Normal | Mario Golf (PAL only) suffers black blinking in the menus and matches with OpenGL mode and non-real XFB | | 03/13/2021 08:30 PM |