

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
9882	Emulator	Emulator Issues	Duplicate	Normal	Vulkan texture issues with Beach Spikers, possibly FPRF emulation related		09/07/2017 02:34 PM
8524	Emulator	Emulator Issues	Fixed	Normal	Yellow 3d models ingame of My Word Coach with all hardware renderers (software renderer works ok).		05/23/2018 09:28 AM
8427	Emulator	Emulator Issues	Fixed	Normal	Efb to cpu access gives wrong colors in ingame pics with d3d backend.		08/08/2016 12:57 PM
8426	Emulator	Emulator Issues	Invalid	Normal	Compressed wii iso by dolphin produces jerky videos ingame that seems unrelated to performance issues.		12/29/2018 06:34 PM
8307	Emulator	Emulator Issues	Fixed	Normal	Hotkey fixes #2010 causes gcpad profiles not to load per game in the gameinis anymore.	skidau	03/04/2015 11:06 AM
8259	Emulator	Emulator Issues	Fixed	Normal	If no region specific gameinis exist, the general gameinis do not show up in the dolphin gui.	JosJuice	02/21/2015 07:10 PM
8258	Emulator	Emulator Issues	Accepted	Normal	Buildbot doesn't clean directory when files are removed.		12/27/2017 07:25 PM
8226	Emulator	Emulator Issues	Invalid	Normal	[Hybrid xfb] Prince of Persia (gc) seems to run at half speed ingame when the start screen shows up.	phire	02/14/2015 11:51 AM
8225	Emulator	Emulator Issues	Fixed	Normal	[Hybrid xfb] Transparent textures in game videos with virtual xfb in Nascar Thunder 2003.	phire	02/14/2015 11:44 AM
8220	Emulator	Emulator Issues	Fixed	Normal	Panic alert everytime a game is closed in dolphin.	magumagu9	02/12/2015 03:27 PM
8195	Emulator	Emulator Issues	Fixed	Normal	Creation of a hybrid xfb mode for games that need real xfb only at certain times ingame (videos for example).		03/02/2018 12:56 PM
7785	Emulator	Emulator Issues	Fixed	Normal	D3D has issues with various games after the "D3D: Enabled depth clipping" merge.		10/23/2014 04:21 PM
7656	Emulator	Emulator Issues	Fixed	Normal	Sync gpu option has abnormal speed issues after "Refactor opcode decoding..." pr.	comexk	09/15/2014 10:53 AM
7597	Emulator	Emulator Issues	Accepted	Normal	Suggestion: Add a default settings button in general config, graphics and game properties.		08/28/2014 12:59 PM
7472	Emulator	Emulator Issues	Won't fix	Normal	Suggestion: Removal of the fast texcache option and rename the normal setting to fast.		07/13/2014 12:22 PM
7470	Emulator	Emulator Issues	Won't fix	Normal	Upscaling issues using efb to Ram with various games.		07/13/2014 09:56 AM
7431	Emulator	Emulator Issues	Fixed	Normal	Problems with the gci folder feature.	lpfaint99	06/29/2014 08:05 AM
7342	Emulator	Emulator Issues	Fixed	Normal	[GC] Piglet's Big Game has audio cut off in cutscenes with both lle and hle(worked in the past with 48.000 hz setting).	skidau	06/02/2014 08:14 AM
7322	Emulator	Emulator Issues	Fixed	Normal	Slow audio ingame in various gamecube games when using HLE, LLE audio works fine. (48KHz Issue?)		05/25/2014 05:35 PM
7217	Emulator	Emulator Issues	Fixed	Normal	Program crashes after booting Sphinx and the Cursed Mummy for GC (Redesign of the MMIO access interface regression)		04/21/2014 08:19 AM
7178	Emulator	Emulator Issues	Fixed	High	Texture issues after PixelShaderGen: delete extra parenthesis merge.	magumagu9	04/15/2014 11:07 AM
7022	Emulator	Emulator Issues	Fixed	Normal	Dolphin always crashes after stopping emulation and booting a different wii game.		02/08/2014 12:24 PM
7006	Emulator	Emulator Issues	Fixed	Normal	D3D throws vertex shader errors with all games when going ingame after vertex loader cleanup merge.		02/01/2014 10:16 AM
6964	Emulator	Emulator Issues	Fixed	High	Vsync is always enabled with open gl and can't be disabled.	Sonicadvance1	01/18/2014 11:03 AM

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6825	Emulator	Emulator Issues	Fixed	Normal	Soul Calibur 2 has messed up player models ingame using Jit64.	flacs	11/19/2013 12:56 PM
6807	Emulator	Emulator Issues	Fixed	Normal	Open gl using Efb to Ram produces psychedelic colors in The Legend of Zelda - Ocarina of Time - Master Quest.		10/30/2015 04:02 AM
6789	Emulator	Emulator Issues	Fixed	Urgent	uselocale doesn't work after the move to VS2013.	Armada	11/04/2013 09:33 AM
6722	Emulator	Emulator Issues	Fixed	Normal	Tales of Symphonia -Dawn of the new world crashes		10/09/2013 11:53 AM
6698	Emulator	Emulator Issues	Fixed	Normal	Efb to cpu access doesn't work as intended only with direct 3d11 backend.		10/03/2013 01:26 PM
6686	Emulator	Emulator Issues	Fixed	Normal	Iso properties window doesn't show the gameini default settings since revision f57ff0a5698e.		09/29/2013 10:08 PM
6679	Emulator	Emulator Issues	Fixed	High	Fzero gx has messed up geometry ingame with jit64 after revision 2a339c926e43 (Fastmem writes for x86-64).	comexk	09/28/2013 11:34 AM
6668	Emulator	Emulator Issues	Fixed	Normal	TLBHack = True doesn't work.		09/27/2013 03:16 PM
6644	Emulator	Emulator Issues	Fixed	Normal	Metroid other m projection hack option is useless after revision e544894f1411.		09/23/2013 09:11 PM
6621	Emulator	Emulator Issues	Fixed	Urgent	After the merge of global user directory Mario Kart Wii can't create a proper new save file with a fresh install.		09/20/2013 07:54 AM
6604	Emulator	Emulator Issues	Duplicate	Normal	TMNT:Mutant Melee has sound issues with hle (probably caused by improper timing issues?)	delroth	09/15/2013 07:33 AM
6577	Emulator	Emulator Issues	Fixed	Urgent	Monster Hunter Tri won't go ingame since the merge of "wii-network" branch.	parlane	09/03/2013 06:49 PM
6555	Emulator	Emulator Issues	Fixed	Normal	D3D11 Virtual XFB issues.		08/30/2013 05:12 PM
6513	Emulator	Emulator Issues	Fixed	Normal	Change the behavior of pressing tab ingame.	Billiard26	02/09/2020 05:39 AM
6431	Emulator	Emulator Issues	Invalid	Normal	Pointer autocenters when using mouse for IR movement after the new ExpressionParser was introduced (together with a joypad).		07/22/2013 12:24 PM
6421	Emulator	Emulator Issues	Fixed	High	Mouse and Gamepad combo doesn't work since the new ExpressionParser was introduced.	magcius	07/12/2013 02:40 PM
6381	Emulator	Emulator Issues	Fixed	Normal	Merging of the branch 'shader-uids-awesome' has caused big performance regression of more than 30%.	NeoBrainX	06/20/2013 12:01 PM
6238	Emulator	Emulator Issues	Fixed	Low	Certain buttons of the wiimote or gcpad config window are too small to fit the translation.	kostamarino	08/08/2017 09:09 AM
6140	Emulator	Emulator Issues	Fixed	High	Another Code:R has upside-down image output after GLSL-merge (Opengl).	degasus	03/23/2013 05:11 PM
6124	Emulator	Emulator Issues	Duplicate	Normal	Thor God of Thunder Crashes the emulator on boot after revision efc2abe9bf6		03/19/2013 07:57 AM
6048	Emulator	Emulator Issues	Fixed	Normal	Trying to access the wiki of a game leads to unhandled exception in dolphin.		02/27/2013 04:41 PM
5932	Emulator	Emulator Issues	Fixed	Normal	Suggestion - Do not automatically refresh the game list for games that have "Emulation issues" written in their gameini after we open/close the iso properties.		01/25/2013 02:20 PM
5738	Emulator	Emulator Issues	Fixed	Normal	Real Xfb produces a filtered image with Open Gl, not with Direct3d 9 and 11.		11/25/2012 02:33 PM
5043	Emulator	Emulator Issues	Won't fix	Normal	EmulationIssues notes of the game ini to appear as a seperate "Notes" column in the Dolphin gui.		06/19/2018 02:25 PM
4938	Emulator	Emulator Issues	Fixed	Normal	Shader cache of a game needs to be manually deleted after the program crashes.	NeoBrainX	10/27/2011 08:37 PM

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4900	Emulator	Emulator Issues	Fixed	Normal	Memory leak with Dolphin when playing Cabela's Outdoor Adventures, and other Cabela's gc games.		10/10/2011 06:40 PM
4897	Emulator	Emulator Issues	Fixed	Normal	The DSP HLE game property might give either LLE recomplier or LLE Interpreter when disabled.		10/09/2011 02:54 PM
4475	Emulator	Emulator Issues	Fixed	Normal	r6957 creates an issue with fog in Fire Emblem (Wii).		05/08/2011 08:30 PM
4402	Emulator	Emulator Issues	Invalid	Normal	Anisotropic filtering breaks videos in many wii games using direct 3d 11 plugin (direct 3d 9 works fine)		04/16/2011 03:34 AM
4401	Emulator	Emulator Issues	Invalid	Normal	Changing between open gl and dx9 backend sets post processing shaders of opengl to off instead of default in the game ini.		04/16/2011 03:27 AM
3747	Emulator	Emulator Issues	Fixed	Normal	Nasty iso compression bug using the latest revs		12/23/2010 02:58 PM
3699	Emulator	Emulator Issues	Duplicate	Normal	Per game settings to include efb to cpu access, among some other settings as well.		12/14/2010 01:46 AM
3548	Emulator	Emulator Issues	Invalid	Normal	DX9 and DX11 plugins cause game freeze after r6451 and r6452 changes in Tales of Symphonia.		11/24/2010 07:19 AM
3498	Emulator	Emulator Issues	Duplicate	Normal	Per game settings override global settings affecting other games that use the default (global) settings.		11/14/2010 03:24 AM
3466	Emulator	Emulator Issues	Fixed	Normal	Xfb changes in r6304 break "Fragile dreams" and "Another Code R" that depend upon it to function properly.	skidau	11/07/2010 11:49 PM
3433	Emulator	Emulator Issues	Fixed	Normal	"Fifos linked but out of sync" error at startup of Monopoly Streets		10/31/2010 04:00 PM
3423	Emulator	Emulator Issues	Fixed	Normal	Efb scale makes lines appear in 2D Games, with only OpenGL's and D3D11's native showing appropriate behaviour		10/29/2010 02:02 AM
3349	Emulator	Emulator Issues	Invalid	Normal	Wiimote mouse IR input autocenter like a joystick.		10/16/2010 02:05 PM
2911	Emulator	Emulator Issues	Fixed	Normal	"Safe texture cache" is broken with EFB to texture when ingame using r5846 (experimental hybrid EFB commit).	rodolfoosvaldobogado	07/07/2010 10:24 AM
2867	Emulator	Emulator Issues	Fixed	Normal	Missing geometry using the DX9 plugin for "house of the dead overkill"		06/26/2010 08:20 PM
2177	Emulator	Emulator Issues	Fixed	Normal	Battalion wars 1 (GC) and 2 (Wii) both freeze after the introduction video of the campaign after r475*	skidau	01/28/2010 01:38 PM