

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|---|----------|---------------------|
| 7219 | Emulator | Emulator Issues | Accepted | Normal | 007 Agent Under Fire - Savestate Inaccuracies. | | 08/10/2017 09:12 AM |
| 9206 | Emulator | Emulator Issues | Accepted | Normal | 007: Quantum of Solace - pre main menus run uncapped | | 08/03/2018 05:58 AM |
| 8037 | Emulator | Emulator Issues | Accepted | Normal | 1080 Snowboarding (VC N64) Requires Accurate icache emulation | | 01/11/2019 12:28 AM |
| 12191 | Emulator | Emulator Issues | Questionable | Normal | 5.0-12078 Introduced Visual Glitches to Screen Space Effects when Anti-Alias Enabled | Stenzek | 09/14/2020 06:08 AM |
| 10965 | Emulator | Emulator Issues | New | Normal | 5.0-6683 Android: Gecko codes cause crashing regardless of code/s. | | 06/01/2018 06:24 AM |
| 11403 | Emulator | Emulator Issues | New | High | [AArch64] Phantasy star III JIT Crash | degasus | 04/19/2019 05:39 PM |
| 11814 | Emulator | Emulator Issues | New | Normal | [Accessibility Request] Larger menus while using touchscreen input | | 08/01/2019 04:17 PM |
| 9524 | Emulator | Emulator Issues | New | Normal | Action Replay code database: Issue with the AR Max ID line | | 05/06/2016 08:16 PM |
| 8176 | Emulator | Emulator Issues | Accepted | Normal | Action Replay hangs after 3 - 4 seconds with a memory card plugged in | | 08/08/2017 10:44 AM |
| 5976 | Emulator | Emulator Issues | New | Normal | Add ability to choose audio output device. | | 11/08/2019 11:49 PM |
| 10980 | Emulator | Emulator Issues | Questionable | Normal | Add a hotkey to start the emulated console. (POWER button) | Maylmlae | 02/22/2020 04:50 PM |
| 9024 | Emulator | Emulator Issues | Questionable | Normal | Add an option to override correct aspect ratio/enable square pixels | | 12/28/2015 08:16 AM |
| 11374 | Emulator | Emulator Issues | Fix pending | Normal | Add cmake compile option for vulkan video backend | | 10/07/2018 12:27 PM |
| 9688 | Emulator | Emulator Issues | New | Normal | Add default config for named pipe input controllers | | 07/09/2016 10:15 PM |
| 3150 | Emulator | Emulator Issues | Accepted | Normal | Add detailed exception report | sktsqrl | 08/31/2010 12:19 PM |
| 9927 | Emulator | Emulator Issues | Accepted | Normal | Add hotkeys for dumping frames and audio | Helios | 09/12/2020 07:01 PM |
| 8880 | Emulator | Emulator Issues | Questionable | Normal | Add hotkeys to change emulated wiimote extensions | | 02/24/2019 08:08 PM |
| 8345 | Emulator | Emulator Issues | New | Normal | Add HUD for Volume(?), 3D depth/convergence levels, Freelook speed, and possibly others | | 04/03/2019 09:17 PM |
| 8391 | Emulator | Emulator Issues | New | Normal | Add Input Methods to Game List | | 03/20/2015 02:53 AM |
| 8313 | Emulator | Emulator Issues | New | Normal | Add nearest neighbor/disable texture filtering option | | 08/15/2020 05:03 PM |
| 9517 | Emulator | Emulator Issues | New | Normal | Add "Total Games" amount to bottom of the gamelist window | | 05/04/2016 07:33 AM |
| 9761 | Emulator | Emulator Issues | Accepted | Normal | Add Triforce Support | | 08/23/2016 12:47 PM |
| 11724 | Emulator | Emulator Issues | Accepted | Normal | Advance Game Port, crashes after selecting any menu | | 04/14/2020 03:06 AM |
| 11324 | Emulator | Emulator Issues | Accepted | Low | Advance Game Port (v2) Savestate Feature Does Not Work with GCI Folders | | 11/07/2018 06:14 PM |
| 10469 | Emulator | Emulator Issues | Questionable | High | After changing from D3D11 backend to OpenGL or Vulkan, image shown is the last static screen from D3D11 | Armada | 04/28/2020 02:09 PM |
| 11973 | Emulator | Emulator Issues | New | Normal | After Editing a level in New Super Mario Bros Wii, the game doesn't load in Dolphin 5.0-540 up to the latest development build 5.0-11622. The last working version was 5.0-530. | | 02/07/2020 08:09 PM |
| 11100 | Emulator | Emulator Issues | Questionable | Normal | After error "Failed to initialize video backend" an OS process is leaked | Stenzek | 05/23/2018 07:16 AM |
| 9749 | Emulator | Emulator Issues | New | Normal | After upgrading to Dolphin 5.0, all games show a black screen only | | 08/13/2017 05:25 PM |
| 9286 | Emulator | Emulator Issues | New | Normal | AGL is deprecated fully since OS X 10.9 | | 01/22/2016 03:07 PM |
| 12169 | Emulator | Emulator Issues | Accepted | Normal | Allow changing location of GCI and Save State directories | | 09/23/2020 09:43 PM |

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|-------|----------|-----------------|--------------|----------|---|-------------|---------------------|
| 6220 | Emulator | Emulator Issues | Accepted | Normal | Allow for long game patches loaded from binary files | | 06/04/2018 07:35 PM |
| 12012 | Emulator | Emulator Issues | New | Normal | Allow mapping of touchscreen relative movements on Android | | 03/14/2020 02:42 PM |
| 11813 | Emulator | Emulator Issues | Accepted | Low | Allow navigation of UI with controller input. | | 11/06/2019 11:04 PM |
| 8879 | Emulator | Emulator Issues | Questionable | Normal | Allow only one Game Properties window to be open at a time | | 09/23/2015 08:47 PM |
| 6072 | Emulator | Emulator Issues | New | Normal | Allow to change refresh rate on fullscreen mode under X11 multimonitor setups | | 03/08/2013 01:35 AM |
| 11410 | Emulator | Emulator Issues | New | Normal | "Always Hide Mouse Cursor" setting not always honored | | 10/06/2018 12:08 AM |
| 12209 | Emulator | Emulator Issues | New | Normal | Amazon Instant Prime [LOVEFiLM] - Channel Display Issues on Wii System Menu. | | 09/12/2020 07:31 AM |
| 11111 | Emulator | Emulator Issues | Accepted | Normal | Anaglyph 3D not working with Vulkan renderer | | 10/13/2019 03:25 AM |
| 10701 | Emulator | Emulator Issues | Accepted | Low | Android: Add cheat code-related settings and tabs | | 12/15/2017 07:06 AM |
| 10720 | Emulator | Emulator Issues | New | Normal | Android: Add game-specific button layout profiles to GUI | | 12/19/2017 07:25 AM |
| 11963 | Emulator | Emulator Issues | Accepted | Normal | Android: Add UI toggle for Wiimote IR pointer auto-hide | | 01/25/2020 04:00 PM |
| 10929 | Emulator | Emulator Issues | Questionable | Normal | [Android] Adreno 540 - OpenGL Mario Kart Wii Visual Issue | | 03/02/2018 12:46 PM |
| 12152 | Emulator | Emulator Issues | New | Normal | [Android] Axis inputs erroneously accept button inputs with the same ID number | | 06/17/2020 12:14 AM |
| 12255 | Emulator | Emulator Issues | Accepted | Normal | Android: Blank OSD message box can appear when saving state | | 09/12/2020 01:00 PM |
| 10818 | Emulator | Emulator Issues | Fix pending | Normal | Android: Choosing a different controller during emulation doesn't enable that controller | ryanebola16 | 06/22/2020 06:55 AM |
| 10028 | Emulator | Emulator Issues | Questionable | Normal | [Android: crash when choosing backend for the first time] | | 05/10/2020 11:50 AM |
| 12277 | Emulator | Emulator Issues | New | Normal | Android: Display filepath in convert file menu | JosJuice | 09/24/2020 05:26 PM |
| 10836 | Emulator | Emulator Issues | New | Normal | Android: Dolphin doesn't remember allowed GameCube Controller | | 04/17/2020 10:45 AM |
| 10733 | Emulator | Emulator Issues | Accepted | Normal | Android - Emulated Wiimote IR Center setting is not exposed | | 01/24/2019 12:13 AM |
| 9216 | Emulator | Emulator Issues | Accepted | Normal | Android: Enabling input overlay causes crash on Shield TV Pro. | | 10/23/2017 10:52 PM |
| 12078 | Emulator | Emulator Issues | Accepted | Normal | Android frontend: Entering a settings sub-menu and turning off the screen makes the settings appear twice | | 04/28/2020 04:45 AM |
| 10034 | Emulator | Emulator Issues | Accepted | Normal | Android game list lacks details like MD5 hash | | 05/10/2020 11:38 AM |
| 10105 | Emulator | Emulator Issues | Questionable | Low | Android: GPU Debugger | | 02/20/2017 11:49 AM |
| 12218 | Emulator | Emulator Issues | New | Normal | Android: Incorrect game-specific Wii Remote extension can be temporarily displayed | | 08/11/2020 09:47 AM |
| 10962 | Emulator | Emulator Issues | New | Normal | Android: Make "Choose Controller" menu accessible outside of emulation | ryanebola16 | 04/17/2020 10:35 AM |
| 11371 | Emulator | Emulator Issues | Fix pending | Normal | Android - Missing sideways wiimote option | ryanebola16 | 07/03/2020 05:28 PM |
| 11415 | Emulator | Emulator Issues | Questionable | Normal | Android:Okami drawing screen missing background | | 04/11/2019 05:26 AM |
| 10957 | Emulator | Emulator Issues | Work started | Normal | Android: Prefer INI settings instead of SharedPreferences to retain settings across Dolphin builds | ryanebola16 | 06/17/2020 11:39 AM |
| 10783 | Emulator | Emulator Issues | New | Normal | Android: Pressed / long-pressed games are ignored once when scroll reaches bottom or top of game list | | 01/12/2018 12:39 PM |
| 12278 | Emulator | Emulator Issues | New | Normal | Android: Segfaults when pressing emulation menu buttons if video backend fails to load | | 09/25/2020 03:39 AM |
| 10792 | Emulator | Emulator Issues | New | Normal | Android: Software Renderer is very broken | | 02/04/2018 03:30 PM |

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| 12147 | Emulator | Emulator Issues | New | Normal | [Android] Stereoscopic 3D only shows one of two images | | 06/12/2020 07:49 AM |
| 7988 | Emulator | Emulator Issues | Fix pending | Normal | [Android] Streams of Panic Handlers are basically a softlock. | ryanebola16 | 09/04/2020 08:23 AM |
| 11785 | Emulator | Emulator Issues | New | Normal | [Android] The Urbz: Sims in the City - Invalid read | | 07/02/2019 11:47 AM |
| 11431 | Emulator | Emulator Issues | Accepted | Normal | Android - Tom & Jerry War Of The Whiskers GC is not working | | 12/25/2018 09:09 PM |
| 10664 | Emulator | Emulator Issues | Accepted | Normal | [Android Touchscreen] Add Ability to Lock Buttons with Gesture | | 11/23/2017 05:29 PM |
| 11624 | Emulator | Emulator Issues | New | Normal | [Android] Touch screen layout doesn't save after loading state | | 09/14/2020 10:13 PM |
| 10770 | Emulator | Emulator Issues | Fix pending | Normal | Android: Use DialogFragment to handle screen rotation in NativeLibrary.displayAlertMsg | ryanebola16 | 05/31/2020 01:18 PM |
| 11278 | Emulator | Emulator Issues | Questionable | Normal | [Android] Wii Remote Controller Mapping are not saved | | 07/10/2018 03:23 PM |
| 11276 | Emulator | Emulator Issues | New | Normal | [Android] Wireless Xbox 360 Controller not working in any games | | 07/10/2018 03:51 PM |
| 11699 | Emulator | Emulator Issues | New | Normal | Android:ZeldaSS crash after The Imprisoned 3rd fight. | | 04/30/2020 04:30 PM |
| 11648 | Emulator | Emulator Issues | New | Normal | Animal Crossing bad frame pacing | | 04/05/2019 11:22 AM |
| 11417 | Emulator | Emulator Issues | New | Normal | Animal Crossing USA GameCube, Starman flashing bug | | 05/11/2019 02:59 AM |
| 5418 | Emulator | Emulator Issues | Questionable | Low | Another Code: R. Saves corrupt, can't resume saved game. | | 01/29/2017 07:30 PM |
| 8503 | Emulator | Emulator Issues | Fix pending | Normal | Another Code: R sometimes freezes on the pictures menu, but with music playing/distorted | | 03/29/2016 07:48 PM |
| 12179 | Emulator | Emulator Issues | Questionable | Normal | "Apply recommended settings" feature to Graphics Configuration | | 08/06/2020 01:54 AM |
| 10232 | Emulator | Emulator Issues | New | Normal | Appropriately Handle VC Aspect Ratios | JosJuice | 09/12/2020 09:30 AM |
| 11414 | Emulator | Emulator Issues | New | Normal | AR and Gecko Code cheat dialog is not accessible after starting game | | 12/26/2018 11:48 PM |
| 11778 | Emulator | Emulator Issues | Accepted | Normal | ARM64 JIT Bug: SD Gundam - Scad Hammers hangs after Level 1 dialogue | | 01/19/2020 11:45 AM |
| 11530 | Emulator | Emulator Issues | New | High | ARM64 JIT Bug: Sonic Unleashed Hangs During Level 2 Loading | degasus | 06/26/2019 08:45 AM |
| 12145 | Emulator | Emulator Issues | Accepted | Normal | Around the World issues | | 09/11/2020 03:45 PM |
| 10707 | Emulator | Emulator Issues | Questionable | Normal | Art of Balance Water Bowl | | 05/27/2018 11:34 PM |
| 8124 | Emulator | Emulator Issues | New | Normal | Ask to clone the pre-loaded Action Replay codes before editing it? | | 01/20/2015 02:10 AM |
| 9309 | Emulator | Emulator Issues | New | Normal | Aspect Ratio for Wii games via gameini/properties doesn't work | | 02/02/2017 07:43 AM |
| 11873 | Emulator | Emulator Issues | Accepted | Normal | Attempting to calibrate mouse cursor inputs is confusing | Billiard26 | 10/03/2019 08:05 PM |
| 9410 | Emulator | Emulator Issues | Accepted | Normal | Audio Crackling in Homebrew Demo, not present on 4.0.2 | | 04/27/2016 03:26 AM |
| 8627 | Emulator | Emulator Issues | New | Normal | Audio Crackling/Stopping while running Dolphin (All programs) | | 06/04/2015 11:41 PM |
| 10254 | Emulator | Emulator Issues | New | Normal | Audio stretching make game music quaver at full speed | | 07/25/2020 05:46 PM |
| 11984 | Emulator | Emulator Issues | New | Normal | Audio stutter with DPLII and audio stretch | | 07/22/2020 11:54 AM |
| 5365 | Emulator | Emulator Issues | Accepted | Normal | "Auto adjust Window Size" does not work correctly with "Render to Main Window" | | 08/15/2020 01:29 PM |
| 11861 | Emulator | Emulator Issues | New | Normal | Auto-Adjust Window Size Influenced by Windows UI Scaling | | 09/21/2019 12:17 AM |
| 10795 | Emulator | Emulator Issues | Accepted | Normal | Auto aspect ratio glitching since 5.0-5874 | | 05/23/2018 08:54 PM |
| 9267 | Emulator | Emulator Issues | New | Normal | Auto-fire ignores loaded savestate's button state | | 01/16/2016 11:20 AM |
| 9236 | Emulator | Emulator Issues | Accepted | Normal | Avatar: The Burning Earth - FMVs played back incorrectly on D3D/OGL | | 08/09/2017 12:42 AM |

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|-------|----------|-----------------|--------------|----------|--|----------|---------------------|
| 8696 | Emulator | Emulator Issues | Work started | Normal | A/V Dumping Issues/Suggestions | | 07/01/2016 11:47 PM |
| 11720 | Emulator | Emulator Issues | New | Normal | Baldur's Gate-Dark Alliance Direct3D 11 player model | | 05/08/2019 01:00 PM |
| 9519 | Emulator | Emulator Issues | Accepted | Normal | Batch game verification | | 09/11/2020 09:15 PM |
| 9887 | Emulator | Emulator Issues | Accepted | Normal | Batman Begins randomly speeds up despite 100% speedlimit | | 05/25/2018 02:58 PM |
| 6538 | Emulator | Emulator Issues | Accepted | Low | Benchmark Mode | | 02/11/2018 08:22 AM |
| 12264 | Emulator | Emulator Issues | New | Normal | Binary built Ubuntu 20.04 doesn't work when installed | | 09/16/2020 01:47 PM |
| 11711 | Emulator | Emulator Issues | New | Normal | [bisected] In X11, DolphinQt with qt 5.9.5 no longer renders anything in emulation window and with qt 5.13.0, fullscreen is broken | | 05/04/2019 10:27 AM |
| 8493 | Emulator | Emulator Issues | Accepted | Urgent | Block GPU Thread (4.0-5971) breaks Rogue Squadron 2's Targeting Computer | degasus | 12/11/2017 05:21 PM |
| 11640 | Emulator | Emulator Issues | Questionable | Normal | Bluetooth Passthrough Does Not Work | | 04/19/2019 05:43 PM |
| 10204 | Emulator | Emulator Issues | New | Normal | Blurry line in the top left corner of Sponegebob Battle for Bikini bottom. | | 04/13/2017 11:02 AM |
| 11611 | Emulator | Emulator Issues | New | Normal | Bond games playing at half the framerate. | | 01/27/2020 05:14 PM |
| 12200 | Emulator | Emulator Issues | Accepted | Normal | Bottom right screen flickers in 4 player Sonic Riders Zero Gravity | | 09/11/2020 02:56 PM |
| 10824 | Emulator | Emulator Issues | Questionable | Normal | Brain Drain Limited Selection Area | | 02/02/2019 11:30 PM |
| 8852 | Emulator | Emulator Issues | New | Normal | Branching controller input for TAS purposes | | 08/09/2015 04:36 PM |
| 10597 | Emulator | Emulator Issues | New | Normal | Breakpoints "Active" and "Function" columns are confusing | | 10/20/2017 02:04 PM |
| 10350 | Emulator | Emulator Issues | New | Normal | Breakpoints causing different behavior | | 06/22/2017 11:03 PM |
| 10132 | Emulator | Emulator Issues | Fix pending | Normal | Breakpoints crash game after stepping | | 10/20/2017 05:14 PM |
| 9241 | Emulator | Emulator Issues | Questionable | Normal | Broken Bloom On Metroid Prime 3 (Trilogy) When Above 1x Resolution | phire | 01/10/2016 01:41 AM |
| 12003 | Emulator | Emulator Issues | Accepted | Normal | Broken Paletted EFB Copies in Stereoscopic 3D | | 09/12/2020 07:58 AM |
| 10705 | Emulator | Emulator Issues | New | Normal | Broken Sword: Shadow of the Templars – The Director's Cut Missing Text | | 03/05/2018 06:33 AM |
| 10575 | Emulator | Emulator Issues | New | Normal | Buffy the Vampire Slayer: Chaos Bleeds - Random Speed Ups | | 07/07/2019 12:20 AM |
| 8258 | Emulator | Emulator Issues | Accepted | Normal | Buildbot doesn't clean directory when files are removed. | | 12/27/2017 07:25 PM |
| 11332 | Emulator | Emulator Issues | New | Normal | Build MacOSX Could not load the Qt platform plugin "cocoa" in "" even though it was found. | | 04/28/2019 05:32 PM |
| 9329 | Emulator | Emulator Issues | Accepted | Normal | Bully: Scholarship Edition Hangs with Emulated Wiimotes | | 04/19/2018 09:53 PM |
| 10800 | Emulator | Emulator Issues | Accepted | Normal | Burnout 2 crazy aspect ratio detection post Hybrid XFB | | 01/18/2018 01:09 PM |
| 9650 | Emulator | Emulator Issues | New | Normal | Call of Duty: Finest Hour Crash | | 06/30/2016 10:11 PM |
| 8127 | Emulator | Emulator Issues | Accepted | Normal | Camera moved to left when Nvidias 3D Vision is enabled | Armada | 12/14/2015 12:15 PM |
| 11014 | Emulator | Emulator Issues | New | Normal | Can not add some buttons using gamepad on Dolphin Android | | 04/19/2018 05:11 PM |
| 9229 | Emulator | Emulator Issues | Accepted | Normal | Cannot exit fullscreen on Skylake Core-M with OpenGL (Confirm on Stop behind window) | | 09/11/2016 04:27 AM |
| 11578 | Emulator | Emulator Issues | New | Normal | Cannot Frame Advance on TAS Input Window | | 02/23/2019 07:50 AM |
| 10500 | Emulator | Emulator Issues | New | Normal | Can't connect Japanese/PAL Pokemon Box to Japanese/PAL Pokemon Ruby/Sapphire | | 09/01/2017 03:19 PM |
| 10592 | Emulator | Emulator Issues | New | Normal | Can't delete a Wii Shop account due to invalid Serial Number | | 10/19/2017 11:24 PM |

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| 10724 | Emulator | Emulator Issues | New | Normal | Can't find memory card after resuming saved state | | 12/25/2018 11:18 PM |
| 12176 | Emulator | Emulator Issues | Questionable | Normal | Cant Manage Wii SaveGames | | 09/11/2020 11:07 PM |
| 10344 | Emulator | Emulator Issues | New | Normal | Can't reconnect Wiimotes while playing recorded input | | 06/18/2017 03:59 PM |
| 8967 | Emulator | Emulator Issues | Accepted | Normal | Can't use whole pre-existing Wii NAND with netplay and movie recording | | 12/27/2018 02:51 PM |
| 12047 | Emulator | Emulator Issues | Accepted | Normal | Certain light effects are wrong on higher resolutions | | 09/12/2020 01:15 PM |
| 8939 | Emulator | Emulator Issues | New | Low | Certain swap_RGB_XYZ OpenGL Post-Processing Effects Swap the Wrong Colors | | 09/11/2015 04:34 PM |
| 10524 | Emulator | Emulator Issues | Accepted | Normal | Cheat Search Does not Search MEM2 or MMU Regions | | 09/07/2017 02:33 AM |
| 11346 | Emulator | Emulator Issues | Accepted | Normal | Classic Controller Text in VC Disappears Way Too Fast (Ocarina of Time VC) | | 11/07/2018 06:12 PM |
| 10888 | Emulator | Emulator Issues | New | Normal | code veronica performance regression after november 2017 | | 04/22/2018 03:21 PM |
| 8941 | Emulator | Emulator Issues | New | Normal | Color Consistency - Color Space | | 10/30/2015 04:03 PM |
| 10814 | Emulator | Emulator Issues | Accepted | Normal | ColorZ EFB to RAM Error | | 05/23/2018 10:16 AM |
| 11650 | Emulator | Emulator Issues | New | Normal | Common key index 2 is not supported | | 03/30/2019 05:24 PM |
| 7134 | Emulator | Emulator Issues | Accepted | Normal | Conduit 2 - reflections rendering incorrectly | | 04/10/2019 01:57 PM |
| 7756 | Emulator | Emulator Issues | Accepted | Normal | Configurable Paths | | 12/21/2019 12:17 AM |
| 11165 | Emulator | Emulator Issues | Accepted | Normal | Controller hotplug issue in SoulCalibur II | | 03/14/2020 05:32 PM |
| 9325 | Emulator | Emulator Issues | Fix pending | Normal | Controller overrides analog TAS inputs | | 10/08/2016 12:18 AM |
| 9391 | Emulator | Emulator Issues | Accepted | Normal | Controller Profile naming doesn't filter out characters with special meanings | Billiard26 | 01/24/2019 12:35 AM |
| 7808 | Emulator | Emulator Issues | New | Normal | Controller Randomly Disconnecting For Split Second While Recording Input | | 01/27/2019 06:42 PM |
| 9707 | Emulator | Emulator Issues | Accepted | Normal | Controls don't work in Pokemon Colosseum if Port 2 has GBA | | 05/25/2018 11:23 AM |
| 10102 | Emulator | Emulator Issues | New | Normal | "Copy Address" function in debug mode often doesn't work | | 02/15/2017 10:14 PM |
| 8261 | Emulator | Emulator Issues | New | Normal | Core/Core/HW/BBA-TAP/TAP_Win32.cpp - GetGUIDs() returns false if it finds any improperly configured connection | | 02/22/2015 03:27 AM |
| 8780 | Emulator | Emulator Issues | Accepted | Normal | Corrupt dancers in Just Dance (regression) | | 04/28/2020 07:32 PM |
| 11883 | Emulator | Emulator Issues | Questionable | Normal | Corruption while using VSync in exclusive fullscreen (Vulkan) | | 03/11/2020 06:13 AM |
| 10450 | Emulator | Emulator Issues | Accepted | Normal | CPU Clock Override feature fails to work under certain conditions | | 05/23/2018 11:12 PM |
| 10682 | Emulator | Emulator Issues | New | Normal | Crackling at high audio amplitudes in macOS High Sierra (and maybe earlier) | | 12/04/2017 04:52 PM |
| 11135 | Emulator | Emulator Issues | Questionable | Normal | crashing after couple minutes of gameplay | | 06/05/2018 08:45 PM |
| 10176 | Emulator | Emulator Issues | Accepted | High | crash in Need for Speed Most Wanted | degasus | 04/30/2017 06:34 PM |
| 10401 | Emulator | Emulator Issues | New | Normal | Crash Nitro Kart Scaling bug | | 02/06/2019 05:22 PM |
| 11697 | Emulator | Emulator Issues | New | Normal | Crash on game stop after using debugger PCC vs Host option | | 04/28/2019 03:06 AM |
| 11819 | Emulator | Emulator Issues | New | Normal | Crash on macOS when enabling GPU Texture Decoding with Vulkan Backend - crash in Vulkan::CommandBufferManager::SubmitCommandBuffer | Stenzek | 06/03/2020 09:15 PM |
| 11581 | Emulator | Emulator Issues | New | Normal | Crash on macOS with MSAA enabled | | 02/25/2019 12:48 AM |
| 9270 | Emulator | Emulator Issues | New | Normal | Crash to Desktop, seemingly random but mainly during loading [transitions] screens | Armada | 03/01/2016 06:08 PM |

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| 8741 | Emulator | Emulator Issues | New | Normal | Crash when opening the map in Resident Evil | | 07/04/2015 04:47 AM |
| 9148 | Emulator | Emulator Issues | Accepted | Normal | Create testing plans/checklists for basic Dolphin features | JMC4789 | 06/02/2016 11:04 PM |
| 11142 | Emulator | Emulator Issues | Accepted | Normal | Creating User Config for ELF Files | | 05/23/2018 04:07 AM |
| 9149 | Emulator | Emulator Issues | Questionable | Normal | Cropping problem with OpenGL in RS3 | | 12/11/2015 07:26 AM |
| 11448 | Emulator | Emulator Issues | New | Normal | Cubeb breaks when a 7.1 audio device is used | | 11/04/2018 07:57 AM |
| 11298 | Emulator | Emulator Issues | New | Normal | Custom User Styles are not Portable. | | 10/04/2018 12:37 AM |
| 7530 | Emulator | Emulator Issues | Accepted | Low | D3D11 Exclusive Fullscreen Enhancements | | 08/01/2014 12:09 AM |
| 11394 | Emulator | Emulator Issues | Accepted | Normal | D3D11: Rogue Squadron's main menu transitions render incorrectly. | | 11/07/2018 05:50 PM |
| 11714 | Emulator | Emulator Issues | Accepted | Normal | [D3D12] Graphical Freeze in Pikmin 2 (GC) | | 09/12/2020 09:00 AM |
| 9769 | Emulator | Emulator Issues | New | Normal | [D3D] AMD RX480 driver crash - every game | | 04/28/2020 02:40 PM |
| 9535 | Emulator | Emulator Issues | Accepted | Normal | D3D Crash when speaking to Merluvlee in Paper Mario TTYD | | 10/28/2016 09:05 PM |
| 9827 | Emulator | Emulator Issues | New | Normal | [D3D] Xenoblade Chronicles - Depth Fighting | Armada | 10/12/2016 03:16 AM |
| 11058 | Emulator | Emulator Issues | Accepted | Normal | Dance Dance Revolution: Hottest Party and other dance mat games have broken input | | 12/25/2018 08:09 PM |
| 8223 | Emulator | Emulator Issues | Accepted | Low | Datel AGP requires default exception handlers | | 02/13/2015 07:33 PM |
| 8175 | Emulator | Emulator Issues | Accepted | Normal | Datel Discs Immediately hang on Single Core, intermittently hang on Dualcore | | 01/03/2018 04:01 AM |
| 9802 | Emulator | Emulator Issues | Accepted | Normal | Dave Mirra Freestyle BMX 2 - Invalid Opcode Popups are either valid or ignored on console | | 12/30/2017 10:59 PM |
| 12253 | Emulator | Emulator Issues | Accepted | Normal | Deadlock when turning off Wii Remote when using Connect Wii Remotes for Emulated Controllers | Billiard26 | 09/19/2020 07:08 PM |
| 11528 | Emulator | Emulator Issues | New | Normal | Debugger displays wrong bitmask | | 01/15/2019 02:02 AM |
| 11915 | Emulator | Emulator Issues | New | Normal | Debugger memory view pane does not display MMIO registers | | 11/30/2019 04:45 PM |
| 11489 | Emulator | Emulator Issues | Accepted | Normal | Debugger: PC should be part of the call stack | | 12/30/2018 03:11 AM |
| 11837 | Emulator | Emulator Issues | New | Normal | Debugger regressions | | 08/24/2019 11:14 PM |
| 9521 | Emulator | Emulator Issues | Questionable | Normal | Debugger unable to follow routines | | 12/16/2016 01:17 AM |
| 12263 | Emulator | Emulator Issues | New | Normal | Debugging GUI being open affects Interpreter Determinism | | 09/16/2020 09:07 AM |
| 11170 | Emulator | Emulator Issues | New | Normal | Debug Symbol issue with Add Function | | 05/27/2018 05:32 PM |
| 9538 | Emulator | Emulator Issues | Accepted | Normal | Default on "Write Memcards" for Netplay or allow it to be enabled during gameplay | mathieui | 03/26/2018 09:29 PM |
| 12122 | Emulator | Emulator Issues | New | Normal | Deprecated gecko cache flush | | 05/25/2020 03:49 PM |
| 9373 | Emulator | Emulator Issues | New | Normal | Depth issues on Mario Kart Double Dash | Armada | 04/07/2020 09:10 PM |
| 7880 | Emulator | Emulator Issues | Accepted | Normal | Deterministic Dualcore is not 100% compatible with games | | 11/23/2014 09:24 PM |
| 10911 | Emulator | Emulator Issues | Questionable | Normal | (DEV BUILD) GameCube BIOS OpenGL Issue | | 10/15/2018 07:57 AM |
| 11843 | Emulator | Emulator Issues | Accepted | Normal | Devices without LogicOps support render environment textures in Air Ride and City Trial as black | | 09/13/2020 12:57 AM |
| 8973 | Emulator | Emulator Issues | New | Low | Dialog boxes appear beneath fullscreen (both OGL and D3D though differently) | | 09/23/2015 08:50 AM |
| 10825 | Emulator | Emulator Issues | Accepted | Normal | Diatomic Hang | | 01/29/2018 04:57 PM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|--|----------|---------------------|
| 9961 | Emulator | Emulator Issues | New | Normal | Different MemoryCard Issues | | 08/05/2017 09:54 PM |
| 10753 | Emulator | Emulator Issues | New | Normal | Dinotopia: The Sunstone Odyssey Improper Audio | | 01/03/2018 02:19 AM |
| 12094 | Emulator | Emulator Issues | New | Normal | Direct3D12 and GPU Texture Decoding causes texture corruption | | 07/27/2020 04:15 AM |
| 11156 | Emulator | Emulator Issues | Accepted | Normal | Disable EFB2VRAM Copies Breaks Shadows in Super Swing Golf | Stenzek | 05/23/2018 04:05 AM |
| 9520 | Emulator | Emulator Issues | New | Normal | Disconnecting wiimote crashes dolphin on OS X 10.11.4 | | 05/05/2016 05:51 PM |
| 11385 | Emulator | Emulator Issues | New | Low | Discord Rich Presence doesn't update on title switch | | 09/11/2018 03:24 PM |
| 12091 | Emulator | Emulator Issues | Questionable | Normal | Discord Screenshare and Dolphin not playing nice. | | 05/07/2020 10:58 PM |
| 10996 | Emulator | Emulator Issues | New | Normal | Disney's Cars 2 - Memory Stride Too Small | | 05/23/2018 04:13 AM |
| 11471 | Emulator | Emulator Issues | Accepted | Normal | Disney's Magical Mirror - crash with MMU emulation | | 12/21/2018 12:03 AM |
| 9984 | Emulator | Emulator Issues | New | Normal | Display choice is ignored | | 12/25/2016 04:54 PM |
| 9174 | Emulator | Emulator Issues | Fix pending | Normal | Displays fell asleep whilst using GC Adapter with Dolphin not in focus | | 02/08/2020 07:07 PM |
| 11862 | Emulator | Emulator Issues | New | Normal | DJ Hero hangs when connecting online (works on console) | | 04/22/2020 06:20 AM |
| 10835 | Emulator | Emulator Issues | New | Normal | Dolby Pro Logic II decoding doesn't work on HLE, crackles with Dolphin decoder | | 07/28/2020 03:14 PM |
| 12148 | Emulator | Emulator Issues | Accepted | Normal | [Dolphin 5.0-11991, Wii] Missing graphics in the Fishing book, Fishing Resort. | | 06/24/2020 05:04 AM |
| 11995 | Emulator | Emulator Issues | New | Normal | Dolphin cannot parse .map files from Nvidia Shield releases | | 07/04/2020 05:44 PM |
| 11547 | Emulator | Emulator Issues | New | Normal | Dolphin can't detect certain Brawl replays on SD card | | 02/03/2019 10:00 PM |
| 8469 | Emulator | Emulator Issues | New | Normal | Dolphin conflicting with window managers on Linux | | 12/29/2018 02:14 AM |
| 9316 | Emulator | Emulator Issues | New | Normal | Dolphin Crashes after save/load states | | 08/11/2017 08:34 AM |
| 12153 | Emulator | Emulator Issues | New | Normal | Dolphin crashes on game exit if two USB Geckos are connected | | 06/14/2020 01:29 PM |
| 11266 | Emulator | Emulator Issues | New | Normal | Dolphin crashes on macos high Sierra | | 07/04/2018 06:57 PM |
| 10182 | Emulator | Emulator Issues | New | Normal | Dolphin crashes Video Drivers in D3D11 when loading 3D graphics | | 08/08/2017 09:14 AM |
| 12093 | Emulator | Emulator Issues | New | Normal | Dolphin Crashes when minimize while playing any game | | 06/05/2020 03:27 PM |
| 12045 | Emulator | Emulator Issues | New | Normal | Dolphin crashes when stopping emulation during movie recording | | 04/11/2020 04:46 AM |
| 11901 | Emulator | Emulator Issues | New | Normal | Dolphin crashes when trying to configure PS4 Controller (MAC) | | 07/12/2020 02:37 PM |
| 7886 | Emulator | Emulator Issues | Questionable | Normal | Dolphin Crashes when trying to use NAS as a "path" | | 11/26/2014 04:59 AM |
| 12273 | Emulator | Emulator Issues | New | Normal | Dolphin Crashing when Closing Emu | | 09/22/2020 12:27 PM |
| 12246 | Emulator | Emulator Issues | New | Normal | Dolphin -d doesn't properly remember hiding the Code view | | 09/06/2020 12:02 PM |
| 9196 | Emulator | Emulator Issues | New | Normal | Dolphin (Debug) Crashes if you search an address in the code window, set a breakpoint, stop the game, and then go back to the code window and attempt to change the address without starting another game. | | 12/22/2015 07:21 PM |
| 9548 | Emulator | Emulator Issues | New | Normal | Dolphin Debug Memory Tab: add auto-refresh option (default off) | | 05/19/2016 04:51 PM |
| 9115 | Emulator | Emulator Issues | Accepted | Low | Dolphin does not remember render window monitor | | 11/28/2015 05:39 PM |
| 10473 | Emulator | Emulator Issues | Accepted | Normal | Dolphin does not support Interlaced Output | | 05/27/2018 09:12 PM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|---|---------------|---------------------|
| 11445 | Emulator | Emulator Issues | Questionable | Normal | Dolphin doesn't sync perfectly with monitors, so there are very subtle micro stutters every 40 seconds or so | | 11/04/2018 02:37 PM |
| 12193 | Emulator | Emulator Issues | Questionable | Normal | Dolphin Dumping Garbage Textures | | 08/02/2020 01:23 PM |
| 7455 | Emulator | Emulator Issues | Accepted | Low | dolphin-emu.desktop not localized | | 07/06/2014 03:56 PM |
| 11807 | Emulator | Emulator Issues | Work started | Normal | dolphin-emu fails to initialize OpenGL or Vulkan with QT_QPA_PLATFORM=wayland | Stenzek | 07/25/2019 03:18 AM |
| 12226 | Emulator | Emulator Issues | Fix pending | Normal | Dolphin fails to build when an old version of zstd is installed | | 08/23/2020 09:46 AM |
| 12042 | Emulator | Emulator Issues | New | Normal | Dolphin fully freezes windows 10, requiring restart, when playing specific Donkey Kong Country Returns with D3D12 Backend | | 04/28/2020 07:24 PM |
| 11297 | Emulator | Emulator Issues | New | Normal | Dolphin hangs if WASAPI loses Exclusive Mode | | 06/17/2020 12:51 PM |
| 11503 | Emulator | Emulator Issues | Accepted | Normal | Dolphin Hangs When Switching Discs on the Gamecube Menu [Possibly icache] | | 12/27/2018 10:41 PM |
| 11731 | Emulator | Emulator Issues | New | Normal | Dolphin makes Windows 7 Aero crash during windowed to fullscreen mode (or visa versa) regression | | 05/15/2019 01:01 PM |
| 8062 | Emulator | Emulator Issues | New | Normal | Dolphin-nogui doesn't connect Wiimote properly | | 02/22/2020 04:44 PM |
| 11702 | Emulator | Emulator Issues | New | Normal | Dolphin not reading Keyboard/Mouse inputs | | 07/20/2020 07:29 AM |
| 11507 | Emulator | Emulator Issues | New | Normal | DolphinQt: Common strings such as "Yes" and "No" aren't translated | | 07/27/2020 08:55 PM |
| 11508 | Emulator | Emulator Issues | Fix pending | Normal | DolphinQt: RTL languages don't use RTL layout | | 04/17/2019 04:15 PM |
| 12275 | Emulator | Emulator Issues | New | Normal | Dolphin randomly crashes when leaving fullscreen with Vulkan | | 09/23/2020 04:41 PM |
| 11031 | Emulator | Emulator Issues | Questionable | Low | Dolphin refers to Europe as a country. | | 05/23/2018 09:26 PM |
| 11330 | Emulator | Emulator Issues | New | Normal | Dolphin's Emulated CPU is Too Slow/Fast in Various Situations | | 08/08/2018 10:37 PM |
| 11772 | Emulator | Emulator Issues | New | Normal | Dolphin ships curl with hardcoded CA_BUNDLE location | spycrab0 | 02/22/2020 05:00 PM |
| 10392 | Emulator | Emulator Issues | New | Normal | Dolphin should inhibit the screen on Linux systems | | 09/17/2017 10:37 AM |
| 9632 | Emulator | Emulator Issues | New | Normal | Dolphin still opens its main list window even when launching from the command line | | 07/14/2016 04:42 AM |
| 12228 | Emulator | Emulator Issues | New | Normal | Dolphin stops FFV1 frame dumping after 1040 frames | | 08/27/2020 04:39 PM |
| 7576 | Emulator | Emulator Issues | Questionable | Normal | Dolphin stops responding whenever games are loaded with a post-processing effect already on | Sonicadvance1 | 08/16/2014 03:39 PM |
| 7578 | Emulator | Emulator Issues | New | Normal | Dolphin stops working when streaming over NVIDIA SHIELD GameStream or Limelight | | 08/18/2014 08:06 AM |
| 9193 | Emulator | Emulator Issues | New | Normal | Dolphin tends to crash & X session becomes unresponsive when returning from fullscreen or when triggering Unity elements while on fullscreen (Ubuntu 15.10) | | 12/22/2015 02:56 AM |
| 11400 | Emulator | Emulator Issues | Work started | Normal | Dolphin trimming Xbox 360 dinput devices | Billiard26 | 12/17/2018 09:28 PM |
| 12271 | Emulator | Emulator Issues | New | Normal | DOND: SE Blending Issue with Alpha | | 09/21/2020 12:58 AM |
| 10693 | Emulator | Emulator Issues | New | Normal | Donkey Kong Country Returns – Objects flicker when Store EFB Copies to Texture Only enabled | | 05/13/2018 05:48 PM |
| 10208 | Emulator | Emulator Issues | New | Normal | Do not unload things when the Stop button is pressed | | 04/13/2017 06:18 PM |
| 11370 | Emulator | Emulator Issues | New | Low | Don't allow "Scaled EFB Copy" and "Arbitrary Mipmap Detection" Options if native resolution is set. | | 04/11/2019 02:49 PM |
| 10020 | Emulator | Emulator Issues | New | Normal | Double Click Emulated CPU Frequency Slider Head to Return it to Default | | 01/24/2019 12:26 AM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|---|----------|---------------------|
| 11757 | Emulator | Emulator Issues | Accepted | Normal | Doubutsu no Mori e plus and lack of hardware support regarding gamecube sd cards | | 08/17/2020 08:50 PM |
| 7587 | Emulator | Emulator Issues | Accepted | Low | Download AR codes | | 08/24/2014 03:05 PM |
| 10805 | Emulator | Emulator Issues | New | Low | Dragon Ball Z Budokai Tenkaichi 2 - Issue with "bloom" effects at higher IR | | 03/25/2019 10:21 PM |
| 10489 | Emulator | Emulator Issues | Accepted | Normal | Dragon Quest X - EFB Access Enabled crashes Map | | 08/23/2017 04:47 PM |
| 12257 | Emulator | Emulator Issues | New | Normal | Driver: San Francisco Broadcasts "NTRJ41", Crashing/Reading Invalid Memory | | 09/12/2020 02:54 PM |
| 12099 | Emulator | Emulator Issues | New | Normal | Dropped inputs from Wiimote+Nunchuck in Muramasa: The Demon Blade | | 05/14/2020 03:39 AM |
| 9985 | Emulator | Emulator Issues | Accepted | Normal | DSP: fall back to LLE instead of assuming AX | Helios | 01/29/2017 06:59 PM |
| 10941 | Emulator | Emulator Issues | Accepted | Normal | [DSP-HLE] Super Paper Mario - Some sound effects (e.g. Bowser's fire breath) don't sound "muffled" underwater | | 05/23/2018 08:52 PM |
| 12077 | Emulator | Emulator Issues | New | Normal | DSU Client: Emulated Pointer Moves Up and Down After Continued Play | | 07/12/2020 02:25 PM |
| 11752 | Emulator | Emulator Issues | New | Normal | DTM replay doesn't load Mii data if there is no save file when recording on netplay | | 06/03/2019 03:21 AM |
| 11947 | Emulator | Emulator Issues | Accepted | Normal | DTM replays unable to handle Wii remotes reconnecting | | 01/10/2020 11:00 PM |
| 11115 | Emulator | Emulator Issues | Accepted | Normal | [Dualcore] Dolphin Completely Freezes when Closing TimeSplitters 2 | | 05/23/2018 06:12 AM |
| 9448 | Emulator | Emulator Issues | New | Normal | Dual Core FIFO log replay prevents Dolphin from being closed | | 10/03/2017 07:28 AM |
| 12259 | Emulator | Emulator Issues | Fix pending | Normal | Dual Core + Fullscreen Causes GUI Crash with SSX Tricky | | 09/13/2020 08:46 AM |
| 7143 | Emulator | Emulator Issues | New | Normal | DualCore timing issues | | 08/03/2020 12:58 AM |
| 9408 | Emulator | Emulator Issues | New | Normal | [DX11] The Urbz failed to create texture cache | | 03/07/2016 02:09 AM |
| 11659 | Emulator | Emulator Issues | New | Normal | [DX12] Failed to create texture | | 07/04/2019 06:54 AM |
| 11656 | Emulator | Emulator Issues | New | Normal | Dx12 Freezing Entire System | | 05/04/2019 07:24 PM |
| 11657 | Emulator | Emulator Issues | New | Normal | DX12 - messed up colors | | 04/03/2019 02:23 AM |
| 7193 | Emulator | Emulator Issues | Accepted | Normal | EA Videos are still somewhat broken (Intel/NVIDIA) | | 01/04/2019 04:27 PM |
| 10706 | Emulator | Emulator Issues | Accepted | Normal | [EFB Copies to Tex/RAM issue] Enter the Matrix Movie Video | Stenzek | 02/10/2019 02:44 PM |
| 7951 | Emulator | Emulator Issues | Questionable | Normal | EFB to RAM w/ AF produces incorrect shading visuals in certain scenes (The Last Story) | | 12/18/2014 04:43 AM |
| 11968 | Emulator | Emulator Issues | Accepted | Normal | Eledees / Elebits - Can't move props forwards or backwards using Joycon controllers (via BetterJoyForCemu) | | 02/22/2020 11:06 PM |
| 12030 | Emulator | Emulator Issues | Accepted | Normal | Emulated Bluetooth with Real Wii Remote - Sonic and the Secret Rings - Thrust movements are detected poorly | | 03/31/2020 06:28 PM |
| 11686 | Emulator | Emulator Issues | New | Normal | Emulated Donkey Konga Bongos map oddly to an actual (non-GC) controller | | 04/20/2019 05:30 PM |
| 12283 | Emulator | Emulator Issues | New | Normal | Emulated Wiimote Not Working On New Installs | | 09/28/2020 09:45 PM |
| 11599 | Emulator | Emulator Issues | Accepted | Normal | Emulation can't be stopped while shaders are compiling | | 07/27/2020 03:01 AM |
| 11354 | Emulator | Emulator Issues | New | Normal | Emulator crashes when switching to thermal visor in Metroid Prime | | 08/19/2018 05:08 PM |
| 12154 | Emulator | Emulator Issues | New | Normal | Emulator freezes when l frame advance in lag frames on movie recording | | 06/14/2020 11:47 PM |
| 11239 | Emulator | Emulator Issues | New | Normal | Emulator is extremely slow on macOS Mojave DP2 only if the game window is focused | | 02/26/2019 01:57 AM |
| 10773 | Emulator | Emulator Issues | New | Normal | Emulator Unable To Create Dolphin Folder On Sd Card | | 05/10/2020 01:12 PM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|---|----------|---------------------|
| 9422 | Emulator | Emulator Issues | New | Normal | ENABLE_HEADLESS eats a CPU core in infinite loop | | 03/05/2017 09:58 PM |
| 8470 | Emulator | Emulator Issues | Accepted | Normal | Enhancement: Custom Cropping | | 04/15/2015 06:31 PM |
| 8969 | Emulator | Emulator Issues | New | Low | Enhancement: Setting custom titles from GUI | | 09/19/2015 08:06 PM |
| 9610 | Emulator | Emulator Issues | Accepted | Normal | Enter the Matrix - Lighting Issues (OGL/D3D11/Vulkan) Software Works Properly | | 05/25/2018 03:07 PM |
| 12075 | Emulator | Emulator Issues | New | Normal | Error when connecting pokemon box to a VBAM-WX-2.0.0-beta2 | | 04/25/2020 11:22 PM |
| 9706 | Emulator | Emulator Issues | New | Normal | Eternal Darkness broken after PR#3716 | | 12/17/2017 04:19 AM |
| 10801 | Emulator | Emulator Issues | Questionable | Normal | Eternal Darkness slight aspect ratio shift when pausing | | 03/23/2019 04:21 AM |
| 11983 | Emulator | Emulator Issues | New | Normal | Exclusive fullscreen seemingly never implemented on macOS Qt | Maylmlae | 09/12/2020 07:57 AM |
| 11475 | Emulator | Emulator Issues | New | Normal | Exiting Dolphin on MacOS causes it to lock up; must be force-killed | | 06/17/2019 10:47 PM |
| 10181 | Emulator | Emulator Issues | Accepted | Normal | Expose Wavebird as GameCube Controller Option and via Native GameCube Support | | 08/08/2017 08:39 AM |
| 12139 | Emulator | Emulator Issues | Accepted | Normal | Extracting folder from game only extracts files | | 06/10/2020 03:40 AM |
| 11855 | Emulator | Emulator Issues | New | Normal | "Failed to submit command buffer" error on Jetson Nano | | 09/16/2019 01:18 AM |
| 11838 | Emulator | Emulator Issues | New | Normal | Fails initialize GameCube adapter until after opening configuration dialog | | 02/08/2020 05:26 PM |
| 11780 | Emulator | Emulator Issues | New | Normal | Failure to build on Musl | | 06/28/2019 07:46 PM |
| 11362 | Emulator | Emulator Issues | Questionable | Normal | Fairly Oddparents - The Shadow Showdown will fail to reach the main menu if a Super Smash Bros. Melee save file is on the same memory card. | JMC4789 | 12/07/2018 12:41 PM |
| 10472 | Emulator | Emulator Issues | Accepted | Normal | Feature Request : Ability to choose location of WFS ffolder | | 08/22/2017 10:38 AM |
| 9637 | Emulator | Emulator Issues | New | Normal | Feature Request - Ability to lock mouse to screen | | 06/25/2016 11:42 PM |
| 10227 | Emulator | Emulator Issues | New | Normal | [FEATURE REQUEST]Ability to select fullscreen refresh rate | | 04/23/2017 07:03 AM |
| 8283 | Emulator | Emulator Issues | New | Normal | [Feature Request] Ability to upload banners to the main site | | 08/15/2017 04:31 AM |
| 11000 | Emulator | Emulator Issues | New | Normal | Feature Request: Add a way to convert signature database from dsy to csv | | 04/14/2018 03:39 PM |
| 11982 | Emulator | Emulator Issues | Accepted | Normal | [Feature Request] Adding an option to set generic game window title | | 09/12/2020 08:35 AM |
| 12144 | Emulator | Emulator Issues | New | Normal | [Feature Request] Add option to install WADs directly to SD card | | 08/08/2020 05:02 PM |
| 11527 | Emulator | Emulator Issues | Questionable | Normal | Feature Request: Add setting in GUI to change global user directory location | | 01/19/2019 08:12 PM |
| 12046 | Emulator | Emulator Issues | Questionable | Normal | Feature request: Allow custom path for complete dolphin-emu folder | | 06/29/2020 01:48 AM |
| 9007 | Emulator | Emulator Issues | Accepted | Low | Feature Request: Allow Depth Buffer access to external post processing injectors like Reshade. | | 10/05/2015 10:29 AM |
| 9477 | Emulator | Emulator Issues | New | Normal | Feature Request: Allow the GUI to filter on user-specified tags | | 04/06/2016 08:08 AM |
| 8619 | Emulator | Emulator Issues | Accepted | Low | Feature Request: Allow the modification of most/all settings per game. | | 06/02/2015 09:04 AM |
| 12067 | Emulator | Emulator Issues | Fix pending | Normal | [Feature request, Android] Allow manual configuration of device orientation before game start | | 09/16/2020 04:11 PM |
| 11925 | Emulator | Emulator Issues | New | Normal | Feature Request: (Android touchscreen) Allow option for Touch IR to have held inputs after a double tap | | 12/10/2019 05:56 PM |
| 10163 | Emulator | Emulator Issues | New | Normal | [Feature Request] Assigning controller ports during Netplay | | 03/23/2017 04:26 PM |
| 11815 | Emulator | Emulator Issues | New | Normal | [FEATURE REQUEST] Auto-download compatible Dolphin version when incompatible savestate is opened | | 08/03/2019 07:08 PM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|---|------------|---------------------|
| 10383 | Emulator | Emulator Issues | Accepted | Normal | Feature Request: Automatic Video Skipping | | 07/03/2017 08:25 AM |
| 12207 | Emulator | Emulator Issues | New | Normal | [Feature Request] Backup TAS recording file | | 07/27/2020 08:25 PM |
| 12110 | Emulator | Emulator Issues | Accepted | Normal | [Feature Request] Configurable size for generating an SD card | | 09/12/2020 07:37 AM |
| 12239 | Emulator | Emulator Issues | New | Normal | [FEATURE REQUEST] Controller layout diagram(s) | | 09/02/2020 10:38 AM |
| 12073 | Emulator | Emulator Issues | Accepted | Normal | Feature request - Cropping 16:9 letterboxed games | | 04/25/2020 05:58 PM |
| 12131 | Emulator | Emulator Issues | Accepted | Normal | Feature Request: Custom Overscan Option | | 06/05/2020 12:04 PM |
| 9230 | Emulator | Emulator Issues | New | Normal | [Feature Request] Custom Texture Folder Descriptor | | 01/06/2016 02:49 PM |
| 10106 | Emulator | Emulator Issues | New | Normal | Feature Request - Different frame/audio dump auto-naming scheme | | 02/20/2017 09:20 PM |
| 7746 | Emulator | Emulator Issues | Accepted | Low | Feature Request: Downsampling Filter | | 10/14/2014 10:37 AM |
| 9624 | Emulator | Emulator Issues | New | Normal | Feature Request - Edit TAS Input Hotkeys | | 06/24/2016 07:19 PM |
| 10242 | Emulator | Emulator Issues | Work started | Normal | [Feature Request] Extend relative input functionality to rotation/push-pull movements | Billiard26 | 01/24/2019 12:57 AM |
| 10567 | Emulator | Emulator Issues | Questionable | Low | [Feature Request] File column should show directory name for extracted games | | 09/11/2020 09:18 PM |
| 8237 | Emulator | Emulator Issues | New | Normal | [Feature Request] File path column in game list | | 02/17/2015 12:46 PM |
| 12188 | Emulator | Emulator Issues | New | Normal | [Feature Request] Full Portable | | 07/18/2020 11:11 PM |
| 10127 | Emulator | Emulator Issues | Accepted | Low | [Feature Request] Global switch for "Speed Up Disc Transfer" | | 02/28/2017 04:38 PM |
| 12104 | Emulator | Emulator Issues | New | Normal | Feature request - Keep external HDD awake at all times if a game is loaded from there | | 05/22/2020 12:35 PM |
| 8021 | Emulator | Emulator Issues | Work started | Normal | Feature Request: Live updating memory watch | | 08/08/2017 09:06 PM |
| 11876 | Emulator | Emulator Issues | New | Low | [Feature Request] Load game into RAM | | 08/10/2020 01:03 AM |
| 10241 | Emulator | Emulator Issues | New | Normal | [feature request] Make the Fifo player minimize seperatly. | | 05/05/2017 02:45 PM |
| 11253 | Emulator | Emulator Issues | New | Normal | Feature Request: MAME-style Maintain Aspect Ratio option | | 06/30/2018 10:01 PM |
| 11550 | Emulator | Emulator Issues | Questionable | Low | Feature Request: Manual sorting for the games list | | 02/18/2019 02:09 AM |
| 11626 | Emulator | Emulator Issues | New | Normal | Feature Request - MSAA for Alpha Testing via Alpha to Coverage | | 03/20/2019 12:19 AM |
| 12101 | Emulator | Emulator Issues | New | Normal | [Feature Request] Organize AR & Gecko Codes With Dropdown and Radio Buttons | | 05/16/2020 05:05 PM |
| 11188 | Emulator | Emulator Issues | New | Normal | [Feature Request] Qt: "Debug" and "Profiler" menus are missing in debug mode | | 06/02/2018 03:23 PM |
| 11454 | Emulator | Emulator Issues | New | Normal | [Feature Request] Qt: Sort gecko codes alphabetically when originally downloaded | | 11/12/2018 03:05 AM |
| 12183 | Emulator | Emulator Issues | Fix pending | Normal | [Feature Request] Redump verification enhancement | | 09/12/2020 07:36 AM |
| 11645 | Emulator | Emulator Issues | New | Normal | Feature Request: Register Debug Logging | | 03/31/2019 03:42 AM |
| 12270 | Emulator | Emulator Issues | New | Normal | [Feature Request] Resource pack system needs support for 7z | | 09/20/2020 09:02 PM |
| 8513 | Emulator | Emulator Issues | New | Normal | Feature Request: Right-Click GCM Options in the File Drop-Down Menu | | 04/26/2015 04:38 AM |
| 10988 | Emulator | Emulator Issues | Questionable | Normal | Feature Request - Save Screenshots to Dump Directory instead of Documents Folder | | 05/23/2018 10:05 PM |
| 12083 | Emulator | Emulator Issues | New | Normal | [Feature Request] Set Default Backend to Vulkan | | 05/03/2020 05:50 PM |
| 12206 | Emulator | Emulator Issues | Fix pending | Normal | [Feature Request] Set Wii controllers in Netplay like GC | | 09/14/2020 03:06 PM |
| 11774 | Emulator | Emulator Issues | New | Normal | Feature Request: share game settings, input bindings and cheat codes by QR Code | | 06/22/2019 03:03 PM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|---|----------|---------------------|
| 11120 | Emulator | Emulator Issues | New | Normal | Feature Request - Silent Auto Update Option After Closing Dolphin | | 05/23/2018 09:34 PM |
| 5805 | Emulator | Emulator Issues | Work started | Normal | [Feature Request] Stackable Post-processing shaders | Stenzek | 06/29/2018 11:21 PM |
| 6588 | Emulator | Emulator Issues | New | Normal | Feature request - standalone cheat files (.INI independent & maybe export to .GCT?) | | 09/08/2013 03:07 AM |
| 9339 | Emulator | Emulator Issues | Accepted | Normal | Feature Request - String Data Type for Cheat Search | | 01/07/2019 12:41 PM |
| 11369 | Emulator | Emulator Issues | Accepted | Low | Feature Request: Support broadband adapter for Android | | 12/17/2018 09:36 PM |
| 10126 | Emulator | Emulator Issues | New | Normal | [Feature Request] Support MemoryWatcher/Pipe Input on Windows | | 04/23/2017 08:18 AM |
| 7254 | Emulator | Emulator Issues | New | Low | Feature Request: Switching between Interpreter/JIT/JITIL while a game is running. | | 05/02/2014 05:41 PM |
| 10328 | Emulator | Emulator Issues | New | Normal | [Feature Request]Sync Wii system language setting to netplay | | 07/22/2020 12:17 PM |
| 11300 | Emulator | Emulator Issues | Accepted | Normal | [Feature request] Wii and GameCube system languages should default to the Dolphin's language. | | 07/24/2018 07:29 AM |
| 11328 | Emulator | Emulator Issues | New | Normal | Feature suggestion: Button display | | 03/31/2019 03:29 AM |
| 11677 | Emulator | Emulator Issues | Questionable | Normal | Feature suggestion: Invert c-axis for GameCube adapter | | 02/08/2020 05:12 PM |
| 11959 | Emulator | Emulator Issues | Accepted | Normal | FEEDBACK/FEATURE REQUEST: Switch to Reset Dolphin Emulation Settings | | 01/19/2020 05:26 PM |
| 11423 | Emulator | Emulator Issues | New | Normal | FFmpeg: Frame dumping gets disabled when declining to overwrite exiting video file | | 10/18/2018 12:07 AM |
| 10562 | Emulator | Emulator Issues | New | Normal | FIFA Street HUD and gameplay glitches | | 05/20/2018 04:20 PM |
| 9528 | Emulator | Emulator Issues | New | Normal | Final Fantasy Crystal Chronicles GBA <-> GCN Issue | | 04/05/2020 03:50 AM |
| 9915 | Emulator | Emulator Issues | Accepted | Normal | Final Fantasy Crystal Chronicles (Goblin Wall - Mogmail) Read/write error | | 09/17/2020 04:50 PM |
| 8191 | Emulator | Emulator Issues | Questionable | Low | Find different terminology for "stable" | | 02/02/2015 05:10 PM |
| 4709 | Emulator | Emulator Issues | Accepted | Normal | Fire Emblem: Radiant Dawn Black Screen | | 02/08/2016 03:28 AM |
| 6840 | Emulator | Emulator Issues | Accepted | Normal | Fix locale issues in shaders generators properly | | 11/27/2013 05:56 PM |
| 11969 | Emulator | Emulator Issues | Accepted | Normal | FPRF setting cannot be changed after boot | | 09/12/2020 09:37 AM |
| 9691 | Emulator | Emulator Issues | New | Normal | Frame Advance Hotkey triggering "Unresolved Read Access and/or Invalid Read" Warnings to pop up / Program Crashes to occur (debug mode only?) | | 07/13/2016 01:37 AM |
| 10024 | Emulator | Emulator Issues | New | Normal | Frame advance is broken with debug Dolphin | | 01/07/2017 04:50 PM |
| 10348 | Emulator | Emulator Issues | New | Normal | FrameBufferManager crash when change internal resolution on Mario Kart Wii | Stenzek | 10/07/2017 04:25 PM |
| 12123 | Emulator | Emulator Issues | New | Normal | Framerate issues with skip duplicate frames off and dualcore on on Zen2 | | 06/05/2020 03:00 PM |
| 10669 | Emulator | Emulator Issues | Accepted | Normal | Freeze in Gladius | | 07/15/2018 09:57 PM |
| 11717 | Emulator | Emulator Issues | Accepted | Normal | Frequent JIT cache flushing in some games on AArch64 | | 09/12/2020 09:48 AM |
| 10468 | Emulator | Emulator Issues | Accepted | Normal | Friend code is always 0000-0000-0000-0000 after formatting the system | | 08/16/2017 12:35 PM |
| 9890 | Emulator | Emulator Issues | Accepted | Normal | Frosted Square Distortion in Mario Kart Wii on Vulkan on some tracks, Wii Remote Reminder | | 01/13/2018 08:41 AM |
| 11525 | Emulator | Emulator Issues | New | Low | "Fullscreen = True" for game separately | | 03/25/2019 08:46 PM |
| 10652 | Emulator | Emulator Issues | New | Normal | Full-screen Vulkan swapchains screen bugs at 4K resolution | | 01/29/2019 03:46 PM |
| 11840 | Emulator | Emulator Issues | Fix pending | Normal | gamecube logo sequence with the doot-doot-doot music and bouncy cube skipped completely (boots straight to end-logo) | | 09/12/2020 08:48 AM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|--|----------|---------------------|
| 11286 | Emulator | Emulator Issues | Accepted | Normal | Gamecube Microphone in Slot A/B uses same input device as Controller Port 1/2 | | 07/14/2018 08:31 PM |
| 6728 | Emulator | Emulator Issues | Accepted | Normal | GameCube Peripherals (VBAM, Bongos, etc) are unsupported in Netplay | comexk | 10/13/2013 08:40 AM |
| 8365 | Emulator | Emulator Issues | Accepted | Normal | GameCube Service Disc-Controller Test "SI:Unknown command (0x43)" error | | 08/16/2018 04:23 AM |
| 8353 | Emulator | Emulator Issues | Accepted | Normal | GameCube Service Disc-Hardware Status / Clock Speed | | 06/05/2019 04:47 AM |
| 8355 | Emulator | Emulator Issues | Accepted | Normal | GameCube Service Disc-Hardware Status / CPU Test | | 03/13/2015 03:52 AM |
| 8357 | Emulator | Emulator Issues | Accepted | Normal | GameCube Service Disc-Hardware Status / DSP Test | | 03/13/2015 03:56 AM |
| 8356 | Emulator | Emulator Issues | Accepted | Normal | GameCube Service Disc-Hardware Status / Memory Test | | 06/05/2019 04:52 AM |
| 8354 | Emulator | Emulator Issues | Accepted | Normal | GameCube Service Disc-Hardware Status / Register Test | | 06/05/2019 04:50 AM |
| 8352 | Emulator | Emulator Issues | Accepted | Normal | GameCube Service Disc-Optical Disc Drive | | 03/13/2015 03:41 AM |
| 11864 | Emulator | Emulator Issues | Accepted | Normal | Game list glitching after copying game into directory scanned by game list | | 09/11/2020 03:47 PM |
| 12081 | Emulator | Emulator Issues | Accepted | Normal | Game List not showing games after built-in update | | 04/30/2020 05:40 PM |
| 11199 | Emulator | Emulator Issues | New | Normal | gamepad settings applied via ini file do not show on gui | | 06/04/2018 04:10 PM |
| 10926 | Emulator | Emulator Issues | New | Normal | Games crash on OpenBSD/amd64 with error "Failed to map enough memory space: Can't allocate memory" | degasus | 11/11/2019 08:30 AM |
| 9702 | Emulator | Emulator Issues | New | Normal | Games do not immediately react to changes made to AR codes while the game is running | | 07/21/2016 06:31 PM |
| 10927 | Emulator | Emulator Issues | Accepted | Normal | Games that require proper icache/dcache emulation to work | | 03/01/2018 01:31 PM |
| 11913 | Emulator | Emulator Issues | New | Normal | Game terminates when focusing render window | | 12/04/2019 02:41 PM |
| 7098 | Emulator | Emulator Issues | Accepted | Normal | GBA Connectivity Master Issue | | 06/28/2016 04:56 PM |
| 11846 | Emulator | Emulator Issues | Fix pending | Normal | GCMemcardManager : icon drawing takes to much cpu time | | 09/05/2019 09:52 PM |
| 9342 | Emulator | Emulator Issues | Accepted | Normal | [GC] Resident Evil Chararcters invisible | degasus | 08/11/2017 08:32 AM |
| 6589 | Emulator | Emulator Issues | New | Normal | GCT Gecko cheat file support | | 09/08/2013 05:41 AM |
| 11491 | Emulator | Emulator Issues | Accepted | Normal | Gecko code downloading fails to parse codes with XXs | | 03/03/2019 06:10 PM |
| 11668 | Emulator | Emulator Issues | Questionable | Normal | Gecko (Harmless) Error on every launch | | 04/13/2019 01:23 AM |
| 11113 | Emulator | Emulator Issues | Accepted | Normal | Gecko OS DSI exception occurs when Emulated or Real Wii Remote is connected | | 09/06/2020 01:57 PM |
| 8420 | Emulator | Emulator Issues | Accepted | Normal | Gecko OS issues | | 12/25/2018 06:40 PM |
| 10972 | Emulator | Emulator Issues | New | Normal | Gecko OS not loading | | 05/25/2018 02:23 PM |
| 10754 | Emulator | Emulator Issues | New | Normal | Geist GFX OpCode Error | | 12/31/2017 03:34 AM |
| 7009 | Emulator | Emulator Issues | Accepted | Normal | Germany help text in the Graphics Options could be confusing | | 12/29/2018 03:30 PM |
| 8272 | Emulator | Emulator Issues | New | Normal | Ghosting in LEGO Star Wars - The Complete Saga | | 02/24/2015 03:23 PM |
| 10490 | Emulator | Emulator Issues | Accepted | Normal | (GJBE5G) Bomberman Jetters does not boot as of 4.0-9154 (PR #3601) (Timing) | | 12/01/2019 11:42 PM |
| 8896 | Emulator | Emulator Issues | New | High | GoldenEye Rogue Agent : Invisible menu/system text (NTSC-J) | Armada | 02/02/2017 10:41 PM |
| 11994 | Emulator | Emulator Issues | Accepted | Normal | GPU error when using Prefetch Custom Textures with 4-5GB+ texture pack - Leaks into Emulation | | 09/12/2020 08:01 AM |
| 10189 | Emulator | Emulator Issues | Questionable | Normal | GPU texture decoding: wrong colors on videos (linux) | Stenzek | 04/06/2019 10:39 AM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|---|------------|---------------------|
| 10593 | Emulator | Emulator Issues | New | Normal | Graphical bugs in Skyward Sword with AMDGPU and Vulkan | | 11/15/2017 12:34 PM |
| 11087 | Emulator | Emulator Issues | Accepted | Normal | Graphical glitch in Digimon World 4 - lines are showing up in the middle of text | | 05/23/2018 08:15 PM |
| 11875 | Emulator | Emulator Issues | Accepted | Normal | graphical glitch in Pokemon Battle Revolution: image slightly shifted to the top left | | 09/13/2020 01:40 AM |
| 10582 | Emulator | Emulator Issues | Accepted | Normal | Graphic artifacts in Star Fox: Assault | | 12/25/2018 08:48 PM |
| 8710 | Emulator | Emulator Issues | Accepted | Normal | Graphics issue (Dots) in Silent Hill Shattered Memories | | 08/08/2016 12:44 PM |
| 8790 | Emulator | Emulator Issues | New | Normal | Guitar Hero Warriors of rock constant 1 second freezes | | 01/17/2017 03:10 PM |
| 9872 | Emulator | Emulator Issues | New | Normal | GUI Thread locks up, button inputs no longer work when you frame advance and savestate with the TAS Input window up | | 11/03/2016 03:45 AM |
| 10963 | Emulator | Emulator Issues | Accepted | Normal | GUN Animation/Music/Crash Issues. | | 05/23/2018 04:15 AM |
| 12212 | Emulator | Emulator Issues | New | Normal | Handling of paths in config INIs should be improved to gracefully handle moving the userdir, where possible. | | 08/02/2020 01:45 AM |
| 12133 | Emulator | Emulator Issues | Accepted | High | Happy Feet doesn't load past safety information screen. Crashes with several unknown CPU instructions. | | 09/11/2020 03:11 PM |
| 9434 | Emulator | Emulator Issues | New | Normal | Headless framedumping doesn't work | | 03/17/2016 06:38 PM |
| 9038 | Emulator | Emulator Issues | Accepted | Normal | Heavy Fire Black Arms not working. | | 12/25/2018 06:45 PM |
| 8929 | Emulator | Emulator Issues | Accepted | Normal | HLE Audio - Smash Bros. Melee announcer's voice sounds different between HLE and LLE audio | | 09/29/2015 10:32 AM |
| 10004 | Emulator | Emulator Issues | Questionable | Normal | HLE error for all iso after importing dolphin Wii nand root to Linux one | | 02/23/2017 06:18 PM |
| 9903 | Emulator | Emulator Issues | New | Normal | HLE_OS::GetStringVA may improperly access host stack | | 11/24/2016 02:53 PM |
| 10694 | Emulator | Emulator Issues | New | Normal | Hollywood Squares Seams | | 12/10/2017 06:15 AM |
| 9612 | Emulator | Emulator Issues | New | Normal | Hollywood Squares Texture Seams | | 08/31/2016 09:31 AM |
| 8543 | Emulator | Emulator Issues | Accepted | Low | Homebrew Channel (non-open source version): crash dolphin on boot | | 05/23/2018 09:27 AM |
| 12076 | Emulator | Emulator Issues | New | Normal | Hotkey configs are not always taken | | 04/25/2020 11:01 PM |
| 8966 | Emulator | Emulator Issues | Questionable | Normal | Hotkey configuration is not well documented, or intuitive. | | 11/14/2019 02:04 AM |
| 11924 | Emulator | Emulator Issues | Work started | Normal | Hotkey modifiers do not work as expected. | | 12/10/2019 08:51 PM |
| 9320 | Emulator | Emulator Issues | Fix pending | Normal | Hotkeys - Modifier keys inconsistencies | Billiard26 | 02/23/2020 03:11 PM |
| 11689 | Emulator | Emulator Issues | New | Normal | Hotkeys not work in dolphin-emu-cli | | 04/26/2019 08:33 PM |
| 11463 | Emulator | Emulator Issues | New | Normal | Hotkeys Regression since 5.0-9122 | | 11/28/2018 02:54 PM |
| 11713 | Emulator | Emulator Issues | Accepted | Normal | Hot Wheels: Beat That! doesn't boot when wii remotes are connected. | | 09/20/2020 02:21 PM |
| 12063 | Emulator | Emulator Issues | New | Normal | Hover over suggestion for Audio and other menus | | 04/19/2020 11:07 PM |
| 8789 | Emulator | Emulator Issues | Accepted | Normal | Hunter: The Reckoning has low framerate @ 100% speed | Stevoisiak | 10/04/2015 03:40 PM |
| 11464 | Emulator | Emulator Issues | New | Normal | Immediately Present XFB + Toggle Load Custom Textures Freeze | Stenzek | 12/07/2018 12:34 PM |
| 2163 | Emulator | Emulator Issues | Accepted | Low | Implement GameBoy Player device | | 01/30/2020 03:07 AM |
| 7560 | Emulator | Emulator Issues | Accepted | Normal | Improve Common/Event.h documentation/tests about Reset() and Wait() | delroth | 08/11/2014 06:29 AM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|---|-----------|---------------------|
| 10279 | Emulator | Emulator Issues | New | Normal | Include memory editor/viewer in regular Dolphin | | 05/14/2017 11:14 AM |
| 9638 | Emulator | Emulator Issues | New | Normal | Inconsistent input file playback | | 07/01/2016 12:21 AM |
| 10175 | Emulator | Emulator Issues | Accepted | Normal | Incorrect lighting in Vulkan on Project Zero 2 | Stenzek | 04/01/2017 11:05 AM |
| 12001 | Emulator | Emulator Issues | Accepted | Normal | Incorrect Line Rendering in Vulkan with Stereoscopic 3D | | 09/12/2020 07:58 AM |
| 11733 | Emulator | Emulator Issues | New | Normal | In Marvel Super Hero Squad, Dr Doom's coffee mug on the pause screen in battle mode looks stuttery | | 05/18/2019 08:50 PM |
| 10407 | Emulator | Emulator Issues | Accepted | Normal | Input Mapping On Android Lacks Many Functions | | 09/11/2020 09:07 PM |
| 8544 | Emulator | Emulator Issues | Accepted | Normal | Input recording desyncs | | 05/06/2015 06:11 PM |
| 11329 | Emulator | Emulator Issues | New | Normal | Inputs getting dropped in 007: Nightfire while using Frame Advance | | 08/08/2018 10:21 PM |
| 10260 | Emulator | Emulator Issues | New | Normal | Insert blr and Insert nop sometimes doesn't work | | 05/04/2017 01:00 PM |
| 10161 | Emulator | Emulator Issues | Questionable | Normal | Integrate Command Line Options documentation into Dolphin's Help menu | | 03/21/2017 09:37 PM |
| 12092 | Emulator | Emulator Issues | New | Normal | Interactions with the root window are blocked when Dolphin is running | | 05/08/2020 08:39 PM |
| 8068 | Emulator | Emulator Issues | Accepted | Normal | Invalidate JIT blocks that are modified by cheats | | 01/06/2015 04:29 AM |
| 10698 | Emulator | Emulator Issues | New | Normal | Invalid read error. Zelda Skyward Sword. dolphin crash | JMC4789 | 03/20/2019 11:44 AM |
| 12026 | Emulator | Emulator Issues | Questionable | Normal | Inverted textures in Prince of Persia: Warrior Within | | 09/12/2020 08:22 AM |
| 10294 | Emulator | Emulator Issues | New | Normal | Ivy bridge vulkan linux backend has some problems with Vertex rounding option. | Stenzek | 05/21/2017 09:52 AM |
| 12185 | Emulator | Emulator Issues | Accepted | Normal | Japanese version of Pokémon Box: Ruby & Sapphire requires usage of a 59 block memory card, and is thus incompatible with our GCI folders as we have no setting to force that. | | 09/12/2020 07:36 AM |
| 9307 | Emulator | Emulator Issues | Accepted | Normal | (Jit64) crset op doesn't properly set SO/GT/LT flags" | Lioncash | 05/23/2018 09:10 PM |
| 12143 | Emulator | Emulator Issues | New | Normal | Jittering video in Disney's Magical Mirror Starring Mickey Mouse | | 06/10/2020 02:30 PM |
| 11810 | Emulator | Emulator Issues | New | Normal | Joy-Con analog sticks are not recognized in game on Android | | 10/24/2019 09:11 PM |
| 9776 | Emulator | Emulator Issues | New | Normal | [JPN Colo Bonus Disc hangs in debug mode] | | 09/06/2016 03:00 AM |
| 11607 | Emulator | Emulator Issues | Accepted | Normal | Juddering in pre-rendered cutscenes in Battalion Wars | | 09/12/2020 01:53 PM |
| 11342 | Emulator | Emulator Issues | Accepted | Normal | Just Dance 2014/2015/2016/2017/2018 hangs during save file creation | | 09/12/2020 02:00 PM |
| 11441 | Emulator | Emulator Issues | Accepted | Normal | Just Dance 2014 freezes at Ubisoft logo if .pem files are present | | 05/31/2019 02:47 PM |
| 10623 | Emulator | Emulator Issues | New | Normal | Just Dance 2017 freezes while connecting second wiimote | | 05/16/2018 04:42 PM |
| 10128 | Emulator | Emulator Issues | Accepted | Normal | Just Dance 2/3/4 issues with multiple DLC songs | leoetlino | 01/10/2020 01:57 AM |
| 10873 | Emulator | Emulator Issues | New | Normal | Just Dance 3 - after 20s California Girls hangs with music. Emulation needs force close (didn't test other song) | | 02/10/2018 04:44 AM |
| 11910 | Emulator | Emulator Issues | Fix pending | Normal | Just Dance series crashes/freezes/hangs when the emulated console has internet connectivity | | 09/12/2020 08:41 AM |
| 10011 | Emulator | Emulator Issues | New | Normal | Keep Window on Top applies when in full-screen mode | | 01/03/2017 07:42 PM |
| 11884 | Emulator | Emulator Issues | New | Normal | Keyboard hotkeys don't work, and weird behaviour in hotkey settings | | 02/20/2020 08:22 PM |
| 10631 | Emulator | Emulator Issues | New | Normal | Kicking someone in netplay results in a "double-free or corruption" | | 11/10/2017 10:18 PM |
| 10704 | Emulator | Emulator Issues | Questionable | Normal | Kirby 64: The Crystal Shards OpenAL Garbled Audio | | 01/08/2019 03:01 AM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|---|------------|---------------------|
| 10571 | Emulator | Emulator Issues | New | Normal | Kirby's Return to Dreamland - Invalid Instruction? | | 05/23/2018 11:36 AM |
| 11986 | Emulator | Emulator Issues | New | Normal | KMode Exception Not Handled in Bluetooth Passthrough mode past Dolphin 5.0-2341 Windows | | 02/16/2020 08:16 PM |
| 4564 | Emulator | Emulator Issues | Accepted | Normal | Lag while running games from DVD. | JosJuice | 07/06/2016 06:58 AM |
| 11708 | Emulator | Emulator Issues | New | Normal | Legacy XP Launcher WAD (attached) started giving GFX FIFO unknown opcode error on build 5.0-10063 | | 05/03/2019 03:22 AM |
| 10648 | Emulator | Emulator Issues | New | Normal | Lego Indiana Jones 2: Grey screen on the 3rd level in Raiders of the Lost Ark | | 05/03/2019 01:38 AM |
| 11291 | Emulator | Emulator Issues | New | Normal | LEGO Star Wars (macOS): blue banner covers upper fifth of screen | | 07/19/2018 10:04 AM |
| 11981 | Emulator | Emulator Issues | Accepted | Normal | lens_distortion Post-Processing Effect broken | | 07/12/2020 02:24 AM |
| 10791 | Emulator | Emulator Issues | Accepted | Normal | libogc ucodes aren't implemented in DSPHLE | | 09/06/2020 02:48 PM |
| 11408 | Emulator | Emulator Issues | New | Normal | Line 45: File: /home/buildslave/worker/release-android/build/Source/Core/VideoBackends/Vulkan/VertexFormat.cpp | | 10/08/2018 07:43 PM |
| 6682 | Emulator | Emulator Issues | New | Normal | Linux compile: cmake -D CMAKE_INSTALL_PREFIX=/new/path incorrectly applied | | 09/28/2013 08:40 PM |
| 9854 | Emulator | Emulator Issues | New | Normal | [Linux] Consider shipping development builds as Applimages | | 10/16/2016 01:18 PM |
| 11917 | Emulator | Emulator Issues | Fix pending | Normal | [Linux] evdev devices with the same name do not have consistent ordering | Billiard26 | 01/18/2020 09:06 PM |
| 12082 | Emulator | Emulator Issues | New | Normal | [Linux] Fullscreen functionality does not work in minimalist Xorg instances | | 05/17/2020 08:22 PM |
| 10668 | Emulator | Emulator Issues | New | Normal | Linux - No Right Click Menu For Openbox | | 09/14/2019 11:48 AM |
| 9583 | Emulator | Emulator Issues | Questionable | Normal | Linux : Windowed mode, broken offsets? | | 06/04/2016 10:46 AM |
| 10083 | Emulator | Emulator Issues | Accepted | Normal | llvm-3.6 not correctly detected on Ubuntu 14.04 | | 02/07/2020 10:37 PM |
| 11072 | Emulator | Emulator Issues | New | Normal | Loading value from the same register causes emulator to crash | | 06/19/2018 06:14 PM |
| 10870 | Emulator | Emulator Issues | Questionable | Normal | Logging: "Failed to read backed up BT.DINF section" (non-fatal) | | 12/29/2018 06:29 AM |
| 8557 | Emulator | Emulator Issues | Accepted | Normal | Lord of the rings the third age crash using JIT | | 05/11/2015 02:59 AM |
| 11462 | Emulator | Emulator Issues | Fix pending | Normal | Luigi's Mansion - Blurry effect on Mario's painting is not emulated | | 05/20/2020 07:39 PM |
| 7145 | Emulator | Emulator Issues | Accepted | Normal | Luigi's Mansion Static in Music Sheets Battle (LLE) | | 06/24/2016 10:53 AM |
| 10262 | Emulator | Emulator Issues | Questionable | Normal | [Mac] Dolphin slows down with external keyboards attached | | 05/06/2017 02:26 AM |
| 11755 | Emulator | Emulator Issues | New | Normal | macOS Catalina Developer Beta - Vulkan backend corrupted graphics | | 06/06/2019 02:36 AM |
| 11939 | Emulator | Emulator Issues | New | Normal | [MacOS] Dolphin hangs while setting up Sony DS4 Controller | | 12/22/2019 09:35 PM |
| 11602 | Emulator | Emulator Issues | Questionable | Normal | (MacOS) No visuals | Maylmlae | 04/14/2019 08:01 PM |
| 12105 | Emulator | Emulator Issues | New | Normal | macOS/Qt: [Regression] Running Dolphin from the Finder broken since 5.0-11807 | | 05/19/2020 10:42 PM |
| 12106 | Emulator | Emulator Issues | Fix pending | Normal | macOS: [Regression] Dolphin fails to run updater and presents launch error message since 5.0-10413 | | 09/11/2020 03:21 PM |
| 11784 | Emulator | Emulator Issues | New | Normal | MacOS - Updater should not leave "junk" behind in /Applications directory | | 02/27/2020 03:55 AM |
| 11584 | Emulator | Emulator Issues | New | Normal | macOS update system cannot set which files have executable bit | | 02/25/2019 10:15 AM |
| 11796 | Emulator | Emulator Issues | New | Normal | (MacOS/Vulkan) When a window covers the game window, the emulation slows to a crawl. | | 10/10/2019 08:48 AM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|----------|----------|---|----------|---------------------|
| 12037 | Emulator | Emulator Issues | Accepted | Normal | MacOS - why does Dolphin have access to Contacts and Calendars? | | 09/12/2020 08:31 AM |

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