

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|--|------------|---------------------|
| 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 |
| 8896 | Emulator | Emulator Issues | New | High | GoldenEye Rogue Agent : Invisible menu/system text (NTSC-J) | Armada | 02/02/2017 10:41 PM |
| 9827 | Emulator | Emulator Issues | New | Normal | [D3D] Xenoblade Chronicles - Depth Fighting | Armada | 10/12/2016 03:16 AM |
| 9696 | Emulator | Emulator Issues | New | Normal | Support Full SBS 3D output. | Armada | 08/11/2017 10:44 AM |
| 9373 | Emulator | Emulator Issues | New | Normal | Depth issues on Mario Kart Double Dash | Armada | 04/07/2020 09:10 PM |
| 9277 | Emulator | Emulator Issues | Accepted | Normal | Spyro A Hero's Tail - Underwater Blur Emulated Incorrectly | Armada | 02/21/2016 01:41 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 |
| 8569 | Emulator | Emulator Issues | Accepted | Normal | One Piece: Grand Adventure has severe 3D issues | Armada | 05/18/2015 03:18 AM |
| 8044 | Emulator | Emulator Issues | Accepted | Normal | Stair-casing (scaling artefact) since 4.0-4824 | Armada | 01/01/2015 09:16 PM |
| 12289 | Emulator | Emulator Issues | Accepted | Normal | Another Code: R - A Journey into Lost Memories has a sequence in the ending a wiimote rotation (360°) is requested but i can only set 180° in emulated wiimote | Billiard26 | 09/30/2020 11:02 PM |
| 12254 | Emulator | Emulator Issues | Accepted | Normal | Widescreen Heuristic Mega-Issue | Billiard26 | 10/01/2020 07:23 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 |
| 12113 | Emulator | Emulator Issues | Questionable | Normal | Pac-Man Party - Spaghetti Rollup not playable with Emulated Wii Remote | Billiard26 | 07/12/2020 03:36 PM |
| 12077 | Emulator | Emulator Issues | Accepted | Normal | DSU Client: Emulated Pointer Moves Up and Down After Continued Play | Billiard26 | 10/22/2020 08:43 PM |
| 12004 | Emulator | Emulator Issues | Work started | Normal | Switching between real and emulated Wii remote sources in-game does not reconnect remote. | Billiard26 | 09/14/2020 10:28 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 |
| 11873 | Emulator | Emulator Issues | Accepted | Normal | Attempting to calibrate mouse cursor inputs is confusing | Billiard26 | 10/03/2019 08:05 PM |
| 11750 | Emulator | Emulator Issues | Work started | Normal | Skyward Sword - Emulated Wii Remote MotionPlus - Spurious Stabs and Shield Bashing | Billiard26 | 08/04/2020 08:03 PM |
| 11400 | Emulator | Emulator Issues | Work started | Normal | Dolphin trimming Xbox 360 dinput devices | Billiard26 | 12/17/2018 09:28 PM |
| 11019 | Emulator | Emulator Issues | Work started | Normal | QT control customization pane missing features and regression from WX | Billiard26 | 01/11/2019 01:09 AM |
| 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 |
| 10001 | Emulator | Emulator Issues | Work started | Normal | Wiimote input for the Dolphin GUI | Billiard26 | 03/24/2019 12:50 PM |
| 9391 | Emulator | Emulator Issues | Accepted | Normal | Controller Profile naming doesn't filter out characters with special meanings | Billiard26 | 01/24/2019 12:35 AM |
| 8769 | Emulator | Emulator Issues | Work started | Normal | Request: Option to set controller rumble triggers to be sent out as low frequency sine wave | Billiard26 | 01/09/2019 01:19 AM |
| 4411 | Emulator | Emulator Issues | Accepted | Normal | Texture dump monitoring | Billiard26 | 03/30/2019 02:06 AM |
| 9009 | Emulator | Emulator Issues | Accepted | Low | Tell users they are dumb when they attempt to use GameCube Controllers for Wii games that don't support them. | Billiard26 | 08/19/2019 09:03 AM |
| 8655 | Emulator | Emulator Issues | Accepted | Normal | Record Netplay Input Desyncs when Played Back | comexk | 06/08/2015 06:50 AM |
| 6728 | Emulator | Emulator Issues | Accepted | Normal | GameCube Peripherals (VBAM, Bongos, etc) are unsupported in Netplay | comexk | 10/13/2013 08:40 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 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------------|-----------------|--------------|----------|---|-----------|---------------------|
| 11530 | Emulator | Emulator Issues | New | High | ARM64 JIT Bug: Sonic Unleashed Hangs During Level 2 Loading | degasus | 06/26/2019 08:45 AM |
| 11403 | Emulator | Emulator Issues | New | High | [AArch64] Phantasy star III JIT Crash | degasus | 04/19/2019 05:39 PM |
| 10176 | Emulator | Emulator Issues | Accepted | High | crash in Need for Speed Most Wanted | degasus | 04/30/2017 06:34 PM |
| 12250 | Emulator | Emulator Issues | Accepted | Normal | NFL Street 2 on Android: Crash caused by unknown instruction MsgHandler.cpp | degasus | 09/12/2020 07:13 AM |
| 12130 | Emulator | Emulator Issues | Questionable | Normal | "Use SyncGPU Timings in Single Core" breaks Deterministic Dualcore when EFB Effects are used. | degasus | 09/13/2020 05:06 AM |
| 11004 | Emulator | Emulator Issues | New | Normal | Null video backend and OGL video backends become unbearably slow due to texture cache. | degasus | 05/23/2018 12:17 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 |
| 9845 | Emulator | Emulator Issues | Accepted | Normal | Rogue squadron Rebel strike broken, FIFO overflow and unknown opcodes | degasus | 12/13/2016 04:37 PM |
| 9342 | Emulator | Emulator Issues | Accepted | Normal | [GC] Resident Evil Characters invisible | degasus | 08/11/2017 08:32 AM |
| 9245 | Emulator | Emulator Issues | New | Normal | some Textures dumped from Timesplitters Future Perfect broken | degasus | 06/06/2018 10:07 AM |
| 6456 | Emulator | Emulator Issues | Accepted | Normal | Properly implement InitBackendInfo in OpenGL | degasus | 08/06/2013 11:55 AM |
| 6489 | Emulator | Emulator Issues | Accepted | High | Write some documentation about the Windows symbol server | delroth | 08/13/2013 02:21 PM |
| 8906 | Infrastructure | Issue | Accepted | Normal | Note number not passed through WebHooks | delroth | 08/31/2015 09:23 PM |
| 8905 | Infrastructure | Issue | Accepted | Normal | Implement inbound email actions | delroth | 08/31/2015 01:58 PM |
| 8855 | Emulator | Emulator Issues | Accepted | Normal | [NZHLE] Pikmin 2 Save Sound too low pitched | delroth | 06/08/2019 10:13 PM |
| 8034 | Emulator | Emulator Issues | Accepted | Normal | [NZHLE] No Echo in Mario Kart: Double Dash | delroth | 12/31/2014 11:49 AM |
| 7560 | Emulator | Emulator Issues | Accepted | Normal | Improve Common/Event.h documentation/tests about Reset() and Wait() | delroth | 08/11/2014 06:29 AM |
| 7984 | Emulator | Emulator Issues | Accepted | Low | [NZHLE] The Legend of Zelda: Collector's Edition and Pikmin 2 "Zelda HLE using Back Mixing Buffers" | delroth | 12/23/2014 08:27 PM |
| 7976 | Emulator | Emulator Issues | Accepted | Low | [NZHLE] RPB mixing to an unknown buffer: 0e28 in Super Mario Galaxy 2. | delroth | 12/22/2014 05:37 AM |
| 11141 | Emulator | Emulator Issues | New | Normal | Resulting Files from Video Dumping Have Very Low Compatibility | Fog | 03/19/2019 05:49 AM |
| 9370 | Emulator | Emulator Issues | Work started | Normal | Update DTM Header to reflect sync changes | Fog | 02/26/2016 01:29 AM |
| 9985 | Emulator | Emulator Issues | Accepted | Normal | DSP: fall back to LLE instead of assuming AX | Helios | 01/29/2017 06:59 PM |
| 9927 | Emulator | Emulator Issues | Accepted | Normal | Add hotkeys for dumping frames and audio | Helios | 09/12/2020 07:01 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 |
| 10698 | Emulator | Emulator Issues | New | Normal | Invalid read error. Zelda Skyward Sword. dolphin crash | JMC4789 | 03/20/2019 11:44 AM |
| 9148 | Emulator | Emulator Issues | Accepted | Normal | Create testing plans/checklists for basic Dolphin features | JMC4789 | 06/02/2016 11:04 PM |
| 12277 | Emulator | Emulator Issues | New | Normal | Android: Display filepath in convert file menu | JosJuice | 09/24/2020 05:26 PM |
| 10232 | Emulator | Emulator Issues | New | Normal | Appropriately Handle VC Aspect Ratios | JosJuice | 09/12/2020 09:30 AM |
| 4564 | Emulator | Emulator Issues | Accepted | Normal | Lag while running games from DVD. | JosJuice | 07/06/2016 06:58 AM |
| 10983 | Emulator | Emulator Issues | Questionable | Normal | Region Select: error code 109144 | leoetlino | 05/23/2018 04:13 AM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|---|---------------|---------------------|
| 10128 | Emulator | Emulator Issues | Accepted | Normal | Just Dance 2/3/4 issues with multiple DLC songs | leoetlino | 01/10/2020 01:57 AM |
| 9573 | Emulator | Emulator Issues | Work started | Normal | Savestates created while recording a Wii game don't save whole filesystem state | leoetlino | 03/22/2018 03:07 PM |
| 9307 | Emulator | Emulator Issues | Accepted | Normal | (Jit64) crset op doesn't properly set SO/GT/LT flags" | Lioncash | 05/23/2018 09:10 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 |
| 11983 | Emulator | Emulator Issues | New | Normal | Exclusive fullscreen seemingly never implemented on macOS Qt | Maylmlae | 09/12/2020 07:57 AM |
| 11602 | Emulator | Emulator Issues | Questionable | Normal | (MacOS) No visuals | Maylmlae | 04/14/2019 08:01 PM |
| 11168 | Emulator | Emulator Issues | Questionable | Normal | Qt (macOS): Label text for menu bar buttons doesn't use system font | Maylmlae | 07/05/2018 06:58 PM |
| 10980 | Emulator | Emulator Issues | Questionable | Normal | Add a hotkey to start the emulated console. (POWER button) | Maylmlae | 02/22/2020 04:50 PM |
| 10647 | Emulator | Emulator Issues | New | Normal | OS X - Steelseries Nimbus Controller buttons are not working | Maylmlae | 03/25/2019 10:40 PM |
| 6656 | Emulator | Emulator Issues | Accepted | Normal | Need 2x versions of resource images | Maylmlae | 03/04/2017 03:22 AM |
| 5644 | Emulator | Emulator Issues | Work started | Low | Saving screenshots should not require emulator to be unpaused | NeoBrainX | 10/06/2012 12:48 AM |
| 9341 | Emulator | Emulator Issues | Questionable | Normal | Mario Golf Toadstool Tour opening movie displays incorrectly | phire | 08/09/2017 12:46 AM |
| 9241 | Emulator | Emulator Issues | Questionable | Normal | Broken Bloom On Metroid Prime 3 (Trilogy) When Above 1x Resolution | phire | 01/10/2016 01:41 AM |
| 9125 | Emulator | Emulator Issues | New | Normal | Xenoblade - Incorrect Upscaled Lighting Effects | phire | 12/17/2017 06:20 AM |
| 5604 | Emulator | Emulator Issues | Work started | Low | Wiimote Extensions aren't saved to .dtm files | rachelbryk | 05/23/2016 12:04 AM |
| 12278 | Emulator | Emulator Issues | Fix pending | Normal | Android: Segfaults when pressing emulation menu buttons if video backend fails to load | ryanebola16 | 10/13/2020 02:40 AM |
| 12174 | Emulator | Emulator Issues | Accepted | Normal | Port speed limit to new config system | ryanebola16 | 09/24/2020 09:41 PM |
| 11371 | Emulator | Emulator Issues | Fix pending | Normal | Android - Missing sideways wiimote option | ryanebola16 | 07/03/2020 05:28 PM |
| 10957 | Emulator | Emulator Issues | Fix pending | Normal | Android: Prefer INI settings instead of SharedPreferences to retain settings across Dolphin builds | ryanebola16 | 10/24/2020 08:25 AM |
| 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 |
| 3150 | Emulator | Emulator Issues | Accepted | Normal | Add detailed exception report | sktsqrl | 08/31/2010 12:19 PM |
| 7666 | Emulator | Emulator Issues | Accepted | Normal | No video output shown until render window is resized when using EGL. | Sonicadvance1 | 09/17/2014 06:33 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 |
| 11772 | Emulator | Emulator Issues | New | Normal | Dolphin ships curl with hardcoded CA_BUNDLE location | spycrab0 | 02/22/2020 05:00 PM |
| 11718 | Emulator | Emulator Issues | Questionable | Normal | QT: Rapid screenshots freeze or crash | spycrab0 | 11/25/2019 07:51 AM |
| 11074 | Emulator | Emulator Issues | Accepted | Low | Updater: Updater is missing Dolphin icon | spycrab0 | 04/23/2019 09:02 PM |
| 11675 | Emulator | Emulator Issues | New | High | POP: The Forgotten Sands, character has solid black shadow, regression from #7753 (Android, Vulkan) | Stenzek | 04/20/2019 01:55 AM |
| 12203 | Emulator | Emulator Issues | Questionable | Normal | Vulkan API changes display refresh rate when going into Full screen | Stenzek | 09/12/2020 07:27 AM |
| 12195 | Emulator | Emulator Issues | New | Normal | Mario Kart Wii graphic layering/clipping issue | Stenzek | 09/12/2020 07:20 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 |
| 12137 | Emulator | Emulator Issues | Questionable | Normal | Super Paper Mario - Sprites are layered out of order on Vulkan | Stenzek | 06/30/2020 10:42 PM |
| 11898 | Emulator | Emulator Issues | Accepted | Normal | Shader compilation UID cache increases in size across Dolphin builds | Stenzek | 09/12/2020 11:49 AM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|--|------------|---------------------|
| 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 |
| 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 |
| 11782 | Emulator | Emulator Issues | Accepted | Normal | New Super Mario Bros. Wii ground disappearing at 2x resolution | Stenzek | 07/07/2019 11:41 AM |
| 11464 | Emulator | Emulator Issues | New | Normal | Immediately Present XFB + Toggle Load Custom Textures Freeze | Stenzek | 12/07/2018 12:34 PM |
| 11458 | Emulator | Emulator Issues | Accepted | Normal | Shadow the Hedgehog graphical anomaly: eyelids | Stenzek | 10/22/2020 08:47 PM |
| 11452 | Emulator | Emulator Issues | New | Normal | Metroid Prime 2: Echoes (Wii Trilogy Version): Sanctuary Energy Controller Cutscene Crash | Stenzek | 12/21/2018 03:59 AM |
| 11443 | Emulator | Emulator Issues | New | Normal | Unscaled EFB copies off center while using 2x IR | Stenzek | 12/07/2018 12:46 PM |
| 11395 | Emulator | Emulator Issues | Questionable | Normal | Super Mario Sunshine (GC, PAL) crashes after the "M" appears in the intro due to an amd video driver crash. | Stenzek | 12/17/2018 09:31 PM |
| 11386 | Emulator | Emulator Issues | New | Normal | Super Mario Sunshine stops when using Vulkan Backend | Stenzek | 11/15/2018 03:39 PM |
| 11156 | Emulator | Emulator Issues | Accepted | Normal | Disable EFB2VRAM Copies Breaks Shadows in Super Swing Golf | Stenzek | 05/23/2018 04:05 AM |
| 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 |
| 10706 | Emulator | Emulator Issues | Accepted | Normal | [EFB Copies to Tex/RAM issue] Enter the Matrix Movie Video | Stenzek | 02/10/2019 02:44 PM |
| 10348 | Emulator | Emulator Issues | New | Normal | FramebufferManager crash when change internal resolution on Mario Kart Wii | Stenzek | 10/07/2017 04:25 PM |
| 10294 | Emulator | Emulator Issues | New | Normal | Ivy bridge vulkan linux backend has some problems with Vertex rounding option. | Stenzek | 10/19/2020 06:00 PM |
| 10189 | Emulator | Emulator Issues | Questionable | Normal | GPU texture decoding: wrong colors on videos (linux) | Stenzek | 04/06/2019 10:39 AM |
| 10175 | Emulator | Emulator Issues | Accepted | Normal | Incorrect lighting in Vulkan on Project Zero 2 | Stenzek | 04/01/2017 11:05 AM |
| 5805 | Emulator | Emulator Issues | Work started | Normal | [Feature Request] Stackable Post-processing shaders | Stenzek | 06/29/2018 11:21 PM |
| 11674 | Emulator | Emulator Issues | New | Low | Vsync broken in Vulkan | Stenzek | 05/11/2019 07:44 PM |
| 8789 | Emulator | Emulator Issues | Accepted | Normal | Hunter: The Reckoning has low framerate @ 100% speed | Stevoisiak | 10/04/2015 03:40 PM |
| 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 |
| 11564 | Emulator | Emulator Issues | Accepted | High | Resident Evil 3 Lock UP | | 05/15/2019 04:47 PM |
| 11164 | Emulator | Emulator Issues | Accepted | High | TMEM emulation regressions | | 09/13/2019 08:42 AM |
| 9273 | Emulator | Emulator Issues | Accepted | High | Replace stdio usage by IOFile, implement IOFile on top of win32 CreateFile/ReadFile/... on Windows | | 01/28/2019 08:31 PM |
| 9164 | Emulator | Emulator Issues | Accepted | High | Random crashes caused by a potential memory corruption | | 12/16/2015 06:47 AM |
| 6126 | Emulator | Emulator Issues | Accepted | High | Write some "Guide to new Dolphin developers" wiki page | | 03/20/2013 02:25 AM |
| 12307 | Emulator | Emulator Issues | Accepted | Normal | Android: Portrait mode IR pointer Y coordinate value doesn't change without using device sensors | | 10/27/2020 09:43 AM |
| 12306 | Emulator | Emulator Issues | Questionable | Normal | Nekketsu Koukou OpenGL issue (NES Virtual Console) | | 10/26/2020 01:45 PM |
| 12305 | Emulator | Emulator Issues | New | Normal | Graphical Bug | | 10/26/2020 08:40 AM |
| 12304 | Emulator | Emulator Issues | New | Normal | Need for Speed Prostreet Drag race Car turns left when shifting gears | | 10/25/2020 03:09 PM |
| 12302 | Emulator | Emulator Issues | New | Normal | Interactive Multi-Game Demo Disc March 2002 Video freezing + (dualcore issue) | | 10/24/2020 09:50 AM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|--|----------|---------------------|
| 12298 | Emulator | Emulator Issues | New | Normal | Wallace & Gromit in Project Zoo, graphical glitch when cutscene starts | | 10/16/2020 09:21 PM |
| 12297 | Emulator | Emulator Issues | New | Normal | Frequent WFC rollbacks in Inazuma Eleven GO Strikers 2013 when playing against Wii | | 10/26/2020 02:41 PM |
| 12295 | Emulator | Emulator Issues | New | Normal | Android: Real Wiimote disconnects when idle | | 10/13/2020 02:42 AM |
| 12293 | Emulator | Emulator Issues | New | Normal | (Android) Controller axis issue with 8bitdo SN30P+ in Xinput | | 10/11/2020 07:57 PM |
| 12291 | Emulator | Emulator Issues | Questionable | Normal | Super Mario Strikers/Mario Smash Football GameINI settings | | 10/07/2020 08:56 PM |
| 12290 | Emulator | Emulator Issues | New | Normal | "Import Wii Save" fails if game has never been played | | 10/08/2020 08:08 PM |
| 12288 | Emulator | Emulator Issues | New | Normal | The search subfolders option does not follow symlinks on windows | | 09/30/2020 08:33 PM |
| 12286 | Emulator | Emulator Issues | New | Normal | Ed, Edd n Eddy screenshots have black bar at bottom of screen on OpenGL | | 09/30/2020 12:47 PM |
| 12281 | Emulator | Emulator Issues | New | Normal | Missing MaxPlay menu music | | 09/27/2020 05:28 AM |
| 12279 | Emulator | Emulator Issues | Accepted | Normal | Pitfall: The Lost Expedition black screen extending loading screens | | 09/26/2020 07:14 AM |
| 12275 | Emulator | Emulator Issues | New | Normal | Dolphin randomly crashes when leaving fullscreen with Vulkan | | 09/23/2020 04:41 PM |
| 12273 | Emulator | Emulator Issues | New | Normal | Dolphin Crashing when Closing Emu | | 10/03/2020 09:29 PM |
| 12272 | Emulator | Emulator Issues | New | Normal | QT: Bugs with right clicking on game in list | | 09/21/2020 11:43 AM |
| 12271 | Emulator | Emulator Issues | New | Normal | DOND: SE Blending Issue with Alpha | | 09/21/2020 12:58 AM |
| 12270 | Emulator | Emulator Issues | New | Normal | [Feature Request] Resource pack system needs support for 7z | | 10/05/2020 11:14 PM |
| 12269 | Emulator | Emulator Issues | Questionable | Normal | .wad DLC doesn't work | | 09/20/2020 08:06 PM |
| 12268 | Emulator | Emulator Issues | New | Normal | Problem using Direct3D11 with Radeon 540x | | 09/20/2020 04:11 AM |
| 12264 | Emulator | Emulator Issues | New | Normal | Binary built Ubuntu 20.04 doesn't work when installed | | 09/16/2020 01:47 PM |
| 12263 | Emulator | Emulator Issues | New | Normal | Debugging GUI being open affects Interpreter Determinism | | 09/16/2020 09:07 AM |
| 12261 | Emulator | Emulator Issues | Fix pending | Normal | Register view doesn't respond to font change (until you reopen Dolphin) | | 10/26/2020 08:08 PM |
| 12259 | Emulator | Emulator Issues | Fix pending | Normal | Dual Core + Fullscreen Causes GUI Crash with SSX Tricky | | 09/13/2020 08:46 AM |
| 12257 | Emulator | Emulator Issues | New | Normal | Driver: San Francisco Broadcasts "NTRJ41", Crashing/Reading Invalid Memory | | 09/12/2020 02:54 PM |
| 12255 | Emulator | Emulator Issues | Accepted | Normal | Android: Blank OSD message box can appear when saving state | | 09/12/2020 01:00 PM |
| 12249 | Emulator | Emulator Issues | Accepted | Normal | X-Men Legends II: Rise of Apocalypse crash at startup | | 09/11/2020 03:35 PM |
| 12246 | Emulator | Emulator Issues | New | Normal | Dolphin -d doesn't properly remember hiding the Code view | | 09/06/2020 12:02 PM |
| 12244 | Emulator | Emulator Issues | Questionable | Normal | Vulkan and Vsync: previous buffer shown when fast forwarding | | 09/12/2020 01:42 PM |
| 12239 | Emulator | Emulator Issues | New | Normal | [FEATURE REQUEST] Controller layout diagram(s) | | 09/02/2020 10:38 AM |
| 12238 | Emulator | Emulator Issues | New | Normal | P.N.03 Banding | | 09/14/2020 12:08 AM |
| 12234 | Emulator | Emulator Issues | New | Normal | moving mouse causes sound skips and framedrops | | 09/12/2020 07:33 AM |
| 12230 | Emulator | Emulator Issues | New | Normal | Paper Mario 64 Dumping Garbage and Corrupted Textures | | 09/13/2020 12:34 AM |
| 12229 | Emulator | Emulator Issues | New | Normal | Paper Mario TTYD Periodically Crashes with DX12 | | 10/08/2020 02:11 AM |
| 12227 | Emulator | Emulator Issues | Accepted | Normal | Skyward sword crashes on dx12 after wii motion plus loading screen (wind waker crashes as well immediately at the start screen dx12) | | 08/29/2020 05:52 PM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|---|----------|---------------------|
| 12223 | Emulator | Emulator Issues | Accepted | Normal | Major Minor's Majestic March White Screens | | 09/12/2020 06:46 AM |
| 12221 | Emulator | Emulator Issues | Questionable | Normal | Paths on linux using smb don't work | | 10/17/2020 07:41 AM |
| 12220 | Emulator | Emulator Issues | Fix pending | Normal | Potential save corruption when loading savestate with matching GCI card header but mismatching BAT. | | 09/12/2020 01:36 PM |
| 12218 | Emulator | Emulator Issues | Fix pending | Normal | Android: Incorrect game-specific Wii Remote extension can be temporarily displayed | | 10/20/2020 05:50 PM |
| 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 |
| 12209 | Emulator | Emulator Issues | New | Normal | Amazon Instant Prime [LOVEFILM] - Channel Display Issues on Wii System Menu. | | 09/12/2020 07:31 AM |
| 12207 | Emulator | Emulator Issues | New | Normal | [Feature Request] Backup TAS recording file | | 07/27/2020 08:25 PM |
| 12206 | Emulator | Emulator Issues | Fix pending | Normal | [Feature Request] Set Wii controllers in Netplay like GC | | 09/14/2020 03:06 PM |
| 12200 | Emulator | Emulator Issues | Accepted | Normal | Bottom right screen flickers in 4 player Sonic Riders Zero Gravity | | 09/11/2020 02:56 PM |
| 12199 | Emulator | Emulator Issues | New | Normal | Sekai no Omoshiro Party Game 1/2 | | 09/11/2020 10:00 AM |
| 12193 | Emulator | Emulator Issues | Questionable | Normal | Dolphin Dumping Garbage Textures | | 08/02/2020 01:23 PM |
| 12192 | Emulator | Emulator Issues | New | Normal | WIKI Installing the Dependencies mising libgl1-mesa-dev | | 07/20/2020 12:13 AM |
| 12188 | Emulator | Emulator Issues | New | Normal | [Feature Request] Full Portable | | 07/18/2020 11:11 PM |
| 12187 | Emulator | Emulator Issues | New | Normal | Shutdown: Breakpoints pause attempt to shutdown dolphin. | | 07/20/2020 08:27 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 |
| 12179 | Emulator | Emulator Issues | Questionable | Normal | "Apply recommended settings" feature to Graphics Configuration | | 08/06/2020 01:54 AM |
| 12178 | Emulator | Emulator Issues | New | Normal | Qt: covers are cropped to banner size until downloads finish | | 07/05/2020 03:14 AM |
| 12177 | Emulator | Emulator Issues | New | Normal | Skip Presenting Duplicate Frames causing Some Softlocks | | 09/04/2020 11:19 PM |
| 12176 | Emulator | Emulator Issues | Questionable | Normal | Cant Manage Wii SaveGames | | 09/11/2020 11:07 PM |
| 12169 | Emulator | Emulator Issues | Accepted | Normal | Allow changing location of GCI and Save State directories | | 09/23/2020 09:43 PM |
| 12161 | Emulator | Emulator Issues | Questionable | Normal | Mario Kart Wii's Bowser's Castle freezes on MoltenVK; takes the entire host with it | | 09/11/2020 10:01 AM |
| 12154 | Emulator | Emulator Issues | New | Normal | Emulator freezes when I frame advance in lag frames on movie recording | | 06/14/2020 11:47 PM |
| 12153 | Emulator | Emulator Issues | New | Normal | Dolphin crashes on game exit if two USB Geckos are connected | | 06/14/2020 01:29 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 |
| 12151 | Emulator | Emulator Issues | Accepted | Normal | Windows updater does not properly request administrator access | | 06/14/2020 09:11 AM |
| 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 |
| 12147 | Emulator | Emulator Issues | New | Normal | [Android] Stereoscopic 3D only shows one of two images | | 06/12/2020 07:49 AM |
| 12145 | Emulator | Emulator Issues | Accepted | Normal | Around the World issues | | 09/11/2020 03:45 PM |
| 12144 | Emulator | Emulator Issues | New | Normal | [Feature Request] Add option to install WADs directly to SD card | | 08/08/2020 05:02 PM |
| 12143 | Emulator | Emulator Issues | New | Normal | Jittering video in Disney's Magical Mirror Starring Mickey Mouse | | 06/10/2020 02:30 PM |
| 12141 | Emulator | Emulator Issues | New | Normal | Resident Evil 4 (PAL) Switching between 50 and 60 Hz. | | 06/11/2020 08:11 AM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|--|----------|---------------------|
| 12139 | Emulator | Emulator Issues | Accepted | Normal | Extracting folder from game only extracts files | | 06/10/2020 03:40 AM |
| 12134 | Emulator | Emulator Issues | New | Normal | Resizing Vulkan window results in "Failed to grab image from swap chain" popups | | 06/13/2020 02:44 AM |
| 12131 | Emulator | Emulator Issues | Accepted | Normal | Feature Request: Custom Overscan Option | | 06/05/2020 12:04 PM |
| 12128 | Emulator | Emulator Issues | New | Normal | Nintendo 64 (GC or Wii VC) Texture Dumping and Texture Replacement | | 06/04/2020 02:49 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 |
| 12122 | Emulator | Emulator Issues | New | Normal | Deprecated gecko cache flush | | 05/25/2020 03:49 PM |
| 12121 | Emulator | Emulator Issues | New | Normal | Vulkan: Failed to submit command buffer | | 06/30/2020 01:30 AM |
| 12117 | Emulator | Emulator Issues | New | Normal | Pokemon Box Usa freezes after 3 frame advancements | | 05/22/2020 09:49 PM |
| 12111 | Emulator | Emulator Issues | New | Normal | Vega 56 shader cache for every game resets on every boot | | 05/29/2020 01:51 AM |
| 12110 | Emulator | Emulator Issues | Accepted | Normal | [Feature Request] Configurable size for generating an SD card | | 09/12/2020 07:37 AM |
| 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 |
| 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 |
| 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 |
| 12101 | Emulator | Emulator Issues | New | Normal | [Feature Request] Organize AR & Gecko Codes With Dropdown and Radio Buttons | | 05/16/2020 05:05 PM |
| 12099 | Emulator | Emulator Issues | New | Normal | Dropped inputs from Wiimote+Nunchuck in Muramasa: The Demon Blade | | 05/14/2020 03:39 AM |
| 12094 | Emulator | Emulator Issues | New | Normal | Direct3D12 and GPU Texture Decoding causes texture corruption | | 07/27/2020 04:15 AM |
| 12093 | Emulator | Emulator Issues | New | Normal | Dolphin Crashes when minimize while playing any game | | 06/05/2020 03:27 PM |
| 12092 | Emulator | Emulator Issues | New | Normal | Interactions with the root window are blocked when Dolphin is running | | 05/08/2020 08:39 PM |
| 12091 | Emulator | Emulator Issues | Questionable | Normal | Discord Screenshare and Dolphin not playing nice. | | 05/07/2020 10:58 PM |
| 12084 | Emulator | Emulator Issues | New | Normal | [Windows, Vulkan] Screen goes black with MSI Afterburner's overlay on | | 05/03/2020 04:22 AM |
| 12083 | Emulator | Emulator Issues | Questionable | Normal | [Feature Request] Set Default Backend to Vulkan | | 10/19/2020 11:42 PM |
| 12082 | Emulator | Emulator Issues | New | Normal | [Linux] Fullscreen functionality does not work in minimalist Xorg instances | | 05/17/2020 08:22 PM |
| 12081 | Emulator | Emulator Issues | Accepted | Normal | Game List not showing games after built-in update | | 04/30/2020 05:40 PM |
| 12076 | Emulator | Emulator Issues | New | Normal | Hotkey configs are not always taken | | 10/20/2020 01:02 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 |
| 12074 | Emulator | Emulator Issues | New | Normal | Mario Party 8 - Widescreen gecko code crashing emulator | | 04/29/2020 02:57 PM |
| 12073 | Emulator | Emulator Issues | Accepted | Normal | Feature request - Cropping 16:9 letterboxed games | | 04/25/2020 05:58 PM |
| 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 |
| 12064 | Emulator | Emulator Issues | New | Normal | Mapping window 'top bar' unresponsive after remapping | | 04/21/2020 04:11 PM |
| 12063 | Emulator | Emulator Issues | New | Normal | Hover over suggestion for Audio and other menus | | 04/19/2020 11:07 PM |
| 12062 | Emulator | Emulator Issues | New | Normal | Possible DSP instruction ADDPAXZ bug | | 04/19/2020 04:54 PM |
| 12059 | Emulator | Emulator Issues | Accepted | Normal | Netplay black screen on start with Mario Strikers Charged | | 09/12/2020 07:41 AM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|---|----------|---------------------|
| 12053 | Emulator | Emulator Issues | Accepted | Normal | Pokemon Snap does not save photos to the message board | | 09/12/2020 08:20 AM |
| 12047 | Emulator | Emulator Issues | Accepted | Normal | Certain light effects are wrong on higher resolutions | | 09/12/2020 01:15 PM |
| 12046 | Emulator | Emulator Issues | Questionable | Normal | Feature request: Allow custom path for complete dolphin-emu folder | | 06/29/2020 01:48 AM |
| 12045 | Emulator | Emulator Issues | New | Normal | Dolphin crashes when stopping emulation during movie recording | | 04/11/2020 04:46 AM |
| 12044 | Emulator | Emulator Issues | Questionable | Normal | Resident Evil 1 freezes after intro cutscenes | | 04/10/2020 02:25 AM |
| 12037 | Emulator | Emulator Issues | Accepted | Normal | MacOS - why does Dolphin have access to Contacts and Calendars? | | 09/12/2020 08:31 AM |
| 12034 | Emulator | Emulator Issues | Accepted | Normal | Sam & Max - Season Two - Beyond Time and Space (USA) has severe FPS drops | | 04/04/2020 06:12 PM |
| 12033 | Emulator | Emulator Issues | Questionable | Normal | Scan Visor starts scan on something not focused | | 04/02/2020 11:58 PM |
| 12028 | Emulator | Emulator Issues | New | Normal | "Update available" Window Doesn't Remember State | | 03/26/2020 04:22 PM |
| 12026 | Emulator | Emulator Issues | Questionable | Normal | Inverted textures in Prince of Persia: Warrior Within | | 09/12/2020 08:22 AM |
| 12018 | Emulator | Emulator Issues | Accepted | Normal | NetPlay lacks support for IPv6 | | 09/11/2020 03:20 PM |
| 12016 | Emulator | Emulator Issues | Questionable | Normal | Super Paper Mario - macOS bounding box support sucks. | | 09/12/2020 07:48 AM |
| 12012 | Emulator | Emulator Issues | New | Normal | Allow mapping of touchscreen relative movements on Android | | 03/14/2020 02:42 PM |
| 12007 | Emulator | Emulator Issues | New | Normal | Qt Controller UI bindings don't update when controller settings window is resized | | 03/10/2020 03:19 AM |
| 12006 | Emulator | Emulator Issues | Accepted | Normal | No GameCube Microphone Support on Android | | 09/12/2020 07:45 AM |
| 12003 | Emulator | Emulator Issues | Accepted | Normal | Broken Paletted EFB Copies in Stereoscopic 3D | | 09/12/2020 07:58 AM |
| 12001 | Emulator | Emulator Issues | Accepted | Normal | Incorrect Line Rendering in Vulkan with Stereoscopic 3D | | 09/12/2020 07:58 AM |
| 11995 | Emulator | Emulator Issues | New | Normal | Dolphin cannot parse .map files from Nvidia Shield releases | | 07/04/2020 05:44 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 |
| 11993 | Emulator | Emulator Issues | New | Normal | Twilight Princess Eyes Not Rendered Correctly | | 03/01/2020 01:22 AM |
| 11987 | Emulator | Emulator Issues | Questionable | Normal | Windows debug build doesn't run, zlib1.dll and libpng16d.dll missing | | 02/17/2020 12:52 PM |
| 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 |
| 11985 | Emulator | Emulator Issues | New | Normal | Wii System Transfer Startup | | 02/16/2020 06:51 PM |
| 11984 | Emulator | Emulator Issues | New | Normal | Audio stutter with DPLII and audio stretch | | 07/22/2020 11:54 AM |
| 11982 | Emulator | Emulator Issues | Accepted | Normal | [Feature Request] Adding an option to set generic game window title | | 09/12/2020 08:35 AM |
| 11981 | Emulator | Emulator Issues | Accepted | Normal | lens_distortion Post-Processing Effect broken | | 07/12/2020 02:24 AM |
| 11979 | Emulator | Emulator Issues | Accepted | Normal | Wii Message Board not converting image from JPEG to proprietary AJPG format. | | 09/11/2020 04:05 PM |
| 11978 | Emulator | Emulator Issues | Accepted | Normal | Nintendo Channel: "System file is corrupted" | | 04/11/2020 01:56 AM |
| 11977 | Emulator | Emulator Issues | Accepted | Normal | Tales of Graces crashes attempting to initiate DS communications | | 02/10/2020 08:13 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 |
| 11969 | Emulator | Emulator Issues | Accepted | Normal | FPRF setting cannot be changed after boot | | 09/12/2020 09:37 AM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|--|----------|---------------------|
| 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 |
| 11963 | Emulator | Emulator Issues | Accepted | Normal | Android: Add UI toggle for Wiimote IR pointer auto-hide | | 01/25/2020 04:00 PM |
| 11959 | Emulator | Emulator Issues | Accepted | Normal | FEEDBACK/FEATURE REQUEST: Switch to Reset Dolphin Emulation Settings | | 01/19/2020 05:26 PM |
| 11956 | Emulator | Emulator Issues | New | Normal | Resident Evil Archives Zero freezes on first screen | | 06/10/2020 03:21 PM |
| 11954 | Emulator | Emulator Issues | New | Normal | Qt limitations regarding netplay that were not present in 5.0 stable | | 04/13/2020 08:21 AM |
| 11953 | Emulator | Emulator Issues | New | Normal | Pink/green lines (Wii) and flashing pink/green screen (GC) in Resident Evil 4. | | 09/29/2020 05:28 PM |
| 11952 | Emulator | Emulator Issues | Accepted | Normal | Regression in launching Gamecube games from Wii Menu | | 02/04/2020 02:24 AM |
| 11947 | Emulator | Emulator Issues | Accepted | Normal | DTM replays unable to handle Wii remotes reconnecting | | 01/10/2020 11:00 PM |
| 11945 | Emulator | Emulator Issues | Questionable | Normal | Vulkan - Duplicate fullscreen bug | | 09/12/2020 08:03 AM |
| 11943 | Emulator | Emulator Issues | Questionable | Normal | Paper Mario: The Thousand Year Door crashes after intro cutscene | | 09/11/2020 03:28 PM |
| 11942 | Emulator | Emulator Issues | Questionable | Normal | Wii Sports resort Black Screen | | 09/12/2020 10:11 AM |
| 11940 | Emulator | Emulator Issues | Accepted | Normal | Totsugeki famicom wars Totsugeki famicom wars vs | | 09/13/2020 05:08 AM |
| 11939 | Emulator | Emulator Issues | New | Normal | [MacOS] Dolphin hangs while setting up Sony DS4 Controller | | 12/22/2019 09:35 PM |
| 11927 | Emulator | Emulator Issues | New | Normal | Sonic Colors (All?) - Broken under LLE Audio on game ini | | 01/20/2020 04:14 AM |
| 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 |
| 11915 | Emulator | Emulator Issues | New | Normal | Debugger memory view pane does not display MMIO registers | | 11/30/2019 04:45 PM |
| 11913 | Emulator | Emulator Issues | New | Normal | Game terminates when focusing render window | | 12/04/2019 02:41 PM |
| 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 |
| 11909 | Emulator | Emulator Issues | Accepted | Normal | Mario Kart Wii loading checkerboard pattern not displaying correctly | | 09/12/2020 01:30 PM |
| 11901 | Emulator | Emulator Issues | New | Normal | Dolphin crashes when trying to configure PS4 Controller (MAC) | | 07/12/2020 02:37 PM |
| 11897 | Emulator | Emulator Issues | New | Normal | Sonic Colors fails to render 2D elements on OpenGL ES only | | 11/21/2019 08:42 PM |
| 11894 | Emulator | Emulator Issues | New | Normal | Shake hotkey doesn't work when TAS Input is open | | 04/13/2020 08:22 AM |
| 11892 | Emulator | Emulator Issues | Accepted | Normal | SDL2 input is NOT enabled by default on macOS on official builds | | 11/06/2019 07:51 PM |
| 11886 | Emulator | Emulator Issues | Accepted | Normal | Skylanders: Spyro's Adventure graphical glitches due to Fast Depth Calculation | | 10/25/2019 11:25 PM |
| 11884 | Emulator | Emulator Issues | New | Normal | Keyboard hotkeys don't work, and weird behaviour in hotkey settings | | 02/20/2020 08:22 PM |
| 11883 | Emulator | Emulator Issues | Questionable | Normal | Corruption while using VSync in exclusive fullscreen (Vulkan) | | 03/11/2020 06:13 AM |
| 11882 | Emulator | Emulator Issues | New | Normal | Wii games don't work or don't launch directly after an update | | 09/12/2020 01:19 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 |
| 11869 | Emulator | Emulator Issues | Questionable | Normal | Riiolution doesn't boot | | 09/12/2020 08:50 AM |
| 11868 | Emulator | Emulator Issues | New | Normal | Memory Breakpoint doesn't catch if Instruction Breakpoint is at same location | | 09/29/2019 02:45 AM |
| 11865 | Emulator | Emulator Issues | New | Normal | Mii Maker Graphic Glitches (hair glitches, no bodies only heads) | | 09/25/2019 03:08 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 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|---|----------|---------------------|
| 11863 | Emulator | Emulator Issues | Accepted | Normal | Nicktoons Unite! (USA) | | 09/12/2020 06:50 AM |
| 11862 | Emulator | Emulator Issues | New | Normal | DJ Hero hangs when connecting online (works on console) | | 04/22/2020 06:20 AM |
| 11861 | Emulator | Emulator Issues | New | Normal | Auto-Adjust Window Size Influenced by Windows UI Scaling | | 09/21/2019 12:17 AM |
| 11856 | Emulator | Emulator Issues | New | Normal | Star Fox Adventures - Missing Audio Cutscene, First Time At Krazoa Palace | | 09/20/2019 07:41 PM |
| 11855 | Emulator | Emulator Issues | New | Normal | "Failed to submit command buffer" error on Jetson Nano | | 09/16/2019 01:18 AM |
| 11851 | Emulator | Emulator Issues | Accepted | Normal | Visual Controller Test broken with black screen | | 09/12/2020 08:49 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 |
| 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 |
| 11839 | Emulator | Emulator Issues | New | Normal | Render widget is not bounded to window dimensions when both "Auto-Adjust Window Size" and "Render to Main Window" are enabled | | 08/28/2019 04:24 AM |
| 11838 | Emulator | Emulator Issues | New | Normal | Fails initialize GameCube adapter until after opening configuration dialog | | 02/08/2020 05:26 PM |
| 11837 | Emulator | Emulator Issues | New | Normal | Debugger regressions | | 08/24/2019 11:14 PM |
| 11834 | Emulator | Emulator Issues | New | Normal | Software renderer renders skybox Super Mario Galaxy incorrectly | | 08/29/2019 01:43 PM |
| 11833 | Emulator | Emulator Issues | New | Normal | Qt: Windows taskbar hover displays closed config window as still open | | 08/24/2019 09:07 AM |
| 11822 | Emulator | Emulator Issues | Questionable | Normal | UI - OSD text is too small and not changeable. | | 08/12/2019 12:49 AM |
| 11821 | Emulator | Emulator Issues | New | Normal | RunSIBuffer error spam | | 08/07/2019 06:14 AM |
| 11815 | Emulator | Emulator Issues | New | Normal | [FEATURE REQUEST] Auto-download compatible Dolphin version when incompatible savestate is opened | | 08/03/2019 07:08 PM |
| 11814 | Emulator | Emulator Issues | New | Normal | [Accessibility Request] Larger menus while using touchscreen input | | 08/01/2019 04:17 PM |
| 11810 | Emulator | Emulator Issues | New | Normal | Joy-Con analog sticks are not recognized in game on Android | | 10/24/2019 09:11 PM |
| 11800 | Emulator | Emulator Issues | Questionable | Normal | Super Monkey Ball 2 Shadows Broken | | 07/17/2019 02:00 PM |
| 11798 | Emulator | Emulator Issues | New | Normal | Star Fox Adventures Freezing at cutscenes | | 07/15/2019 07:14 PM |
| 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 |
| 11786 | Emulator | Emulator Issues | New | Normal | Prince of persia Warrior within - Green flickering bottom line | | 09/12/2020 10:04 AM |
| 11785 | Emulator | Emulator Issues | New | Normal | [Android] The Urbz: Sims in the City - Invalid read | | 07/02/2019 11:47 AM |
| 11784 | Emulator | Emulator Issues | Fix pending | Normal | MacOS - Updater should not leave "junk" behind in /Applications directory | | 10/21/2020 08:41 PM |
| 11783 | Emulator | Emulator Issues | New | Normal | Missing sound effects in Starfox Adventures | | 09/15/2019 10:55 PM |
| 11780 | Emulator | Emulator Issues | New | Normal | Failure to build on Musl | | 06/28/2019 07:46 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 |
| 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 |
| 11768 | Emulator | Emulator Issues | New | Normal | Slow/Buggy Resource Pack Manager | | 06/17/2019 09:02 PM |
| 11764 | Emulator | Emulator Issues | New | Normal | (Suggestion/Bug) MacOS - Unsupported Metal Warning (Pre-Mojave) -- Does not play game, even when user acknowledges warning. | | 06/15/2019 09:20 PM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|--|----------|---------------------|
| 11758 | Emulator | Emulator Issues | New | Normal | PostProcessing: No way to load in custom vertex shader despite framework in place | | 06/08/2019 01:41 AM |
| 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 |
| 11756 | Emulator | Emulator Issues | New | Normal | Minor Game Bug - Mario Party 6 - Enabling Texture Format Overlay will corrupt Opening Text Box | | 06/06/2019 02:59 AM |
| 11755 | Emulator | Emulator Issues | New | Normal | macOS Catalina Developer Beta - Vulkan backend corrupted graphics | | 06/06/2019 02:36 AM |
| 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 |
| 11749 | Emulator | Emulator Issues | New | Normal | XUbuntu Disco Dingo - Dolphin does not prevent monitor standby/screensaver | | 02/03/2020 03:13 AM |
| 11746 | Emulator | Emulator Issues | Accepted | Normal | Mario Party 4 - Graphic error in the mini-game "Photo Finish" | | 06/02/2019 01:10 PM |
| 11742 | Emulator | Emulator Issues | New | Normal | Software renderer gives error in Super Mario Sunshine | | 05/28/2019 01:49 PM |
| 11741 | Emulator | Emulator Issues | New | Normal | Switch Pro controller axes are not detected fully in MacOS | | 04/08/2020 09:02 PM |
| 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 |
| 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 |
| 11730 | Emulator | Emulator Issues | Fix pending | Normal | Memory Card Manager (GC) Issue/Bug | | 09/12/2020 01:41 PM |
| 11727 | Emulator | Emulator Issues | Questionable | Normal | Metroid Prime (gamecube) D3D11 thermal visor is not working | | 06/06/2019 06:32 PM |
| 11725 | Emulator | Emulator Issues | New | Normal | WarioWare: Smooth Moves - Wiimote Sounds Don't Play | | 06/03/2019 10:26 PM |
| 11724 | Emulator | Emulator Issues | Accepted | Normal | Advance Game Port, crashes after selecting any menu | | 04/14/2020 03:06 AM |
| 11723 | Emulator | Emulator Issues | New | Normal | The Dodger Demo runs at half speed unless the debug HUD is enabled | | 05/12/2019 11:07 AM |
| 11720 | Emulator | Emulator Issues | New | Normal | Baldur's Gate-Dark Alliance Direct3D 11 player model | | 05/08/2019 01:00 PM |
| 11719 | Emulator | Emulator Issues | New | Normal | Minor Updater Oversight? | | 05/08/2019 09:30 AM |
| 11717 | Emulator | Emulator Issues | Accepted | Normal | Frequent JIT cache flushing in some games on AArch64 | | 09/12/2020 09:48 AM |
| 11714 | Emulator | Emulator Issues | Accepted | Normal | [D3D12] Graphical Freeze in Pikmin 2 (GC) | | 09/12/2020 09:00 AM |
| 11713 | Emulator | Emulator Issues | Accepted | Normal | Hot Wheels: Beat That! doesn't boot when wii remotes are connected. | | 09/20/2020 02:21 PM |
| 11712 | Emulator | Emulator Issues | Questionable | Normal | When Background Input unchecked, clicking to other windows does not disable input | | 11/06/2019 11:03 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 |
| 11710 | Emulator | Emulator Issues | New | Normal | (Qt) Exiting fullscreen with render to main window loses focus | | 03/11/2020 03:51 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 |
| 11704 | Emulator | Emulator Issues | New | Normal | Qt: Properties dialog isn't wide enough for GameCube games | | 04/28/2019 07:17 PM |
| 11702 | Emulator | Emulator Issues | New | Normal | Dolphin not reading Keyboard/Mouse inputs | | 07/20/2020 07:29 AM |
| 11700 | Emulator | Emulator Issues | New | Normal | Qt: TAS input windows are missing the Dolphin program icon | | 04/27/2019 05:06 PM |
| 11699 | Emulator | Emulator Issues | New | Normal | Android:ZeldaSS crash after The Imprisoned 3rd fight. | | 04/30/2020 04:30 PM |
| 11697 | Emulator | Emulator Issues | New | Normal | Crash on game stop after using debugger PCC vs Host option | | 04/28/2019 03:06 AM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|---|----------|---------------------|
| 11695 | Emulator | Emulator Issues | New | Normal | Paper Mario TTYD twilight town pipe crashes android | | 04/23/2019 12:25 AM |
| 11689 | Emulator | Emulator Issues | New | Normal | Hotkeys not work in dolphin-emu-cli | | 04/26/2019 08:33 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 |
| 11677 | Emulator | Emulator Issues | Questionable | Normal | Feature suggestion: Invert c-axis for GameCube adapter | | 02/08/2020 05:12 PM |
| 11673 | Emulator | Emulator Issues | Questionable | Normal | The Legend of Zelda: The Wind Waker - Unknown Opcode/GPU Desync with Custom Textures | | 09/12/2020 12:11 PM |
| 11672 | Emulator | Emulator Issues | New | Normal | The Sims 2 glitchy top/right borders ingame | | 04/12/2019 06:55 AM |
| 11668 | Emulator | Emulator Issues | Questionable | Normal | Gecko (Harmless) Error on every launch | | 04/13/2019 01:23 AM |
| 11659 | Emulator | Emulator Issues | New | Normal | [DX12] Failed to create texture | | 07/04/2019 06:54 AM |
| 11657 | Emulator | Emulator Issues | New | Normal | DX12 - messed up colors | | 04/03/2019 02:23 AM |
| 11656 | Emulator | Emulator Issues | New | Normal | Dx12 Freezing Entire System | | 05/04/2019 07:24 PM |
| 11652 | Emulator | Emulator Issues | Accepted | Normal | Suggestion: Add option to lock mouse cursor to window when clicking in display window | | 03/31/2019 06:31 PM |
| 11650 | Emulator | Emulator Issues | New | Normal | Common key index 2 is not supported | | 03/30/2019 05:24 PM |
| 11649 | Emulator | Emulator Issues | New | Normal | Sims 2 Castaway | | 03/30/2019 02:46 PM |
| 11648 | Emulator | Emulator Issues | New | Normal | Animal Crossing bad frame pacing | | 04/05/2019 11:22 AM |
| 11645 | Emulator | Emulator Issues | New | Normal | Feature Request: Register Debug Logging | | 03/31/2019 03:42 AM |
| 11643 | Emulator | Emulator Issues | Fix pending | Normal | When using WASAPI, Windows volume does nothing | | 09/13/2020 01:43 AM |
| 11641 | Emulator | Emulator Issues | New | Normal | Qt/FilesystemWidget: Verify partition integrity and extract files dialogs aren't modal | | 03/26/2019 11:19 PM |
| 11640 | Emulator | Emulator Issues | Questionable | Normal | Bluetooth Passthrough Does Not Work | | 04/19/2019 05:43 PM |
| 11629 | Emulator | Emulator Issues | Questionable | Normal | Mario Kart Double Dash on Android glitches | | 10/13/2020 07:06 AM |
| 11626 | Emulator | Emulator Issues | New | Normal | Feature Request - MSAA for Alpha Testing via Alpha to Coverage | | 03/20/2019 12:19 AM |
| 11625 | Emulator | Emulator Issues | Accepted | Normal | Revise the semantics of "Backend multi-threading" option | | 03/20/2019 10:19 AM |
| 11624 | Emulator | Emulator Issues | Questionable | Normal | Android Touch screen layout doesn't save after loading state | | 10/13/2020 06:01 AM |
| 11622 | Emulator | Emulator Issues | Accepted | Normal | TAS playback goes out of sync when choosing different Gamecube port option | | 03/16/2019 01:46 PM |
| 11617 | Emulator | Emulator Issues | Questionable | Normal | Vulkan/macOS: Framerate tanks if render surface is completely covered by another window | | 10/10/2019 08:50 AM |
| 11611 | Emulator | Emulator Issues | New | Normal | Bond games playing at half the framerate. | | 01/27/2020 05:14 PM |
| 11607 | Emulator | Emulator Issues | Accepted | Normal | Juddering in pre-rendered cutscenes in Battalion Wars | | 09/12/2020 01:53 PM |
| 11606 | Emulator | Emulator Issues | Accepted | Normal | Tool-tips descriptions are wrong (see images) | | 03/28/2019 08:25 AM |
| 11599 | Emulator | Emulator Issues | Accepted | Normal | Emulation can't be stopped while shaders are compiling | | 07/27/2020 03:01 AM |
| 11589 | Emulator | Emulator Issues | New | Normal | Qt/macOS: QComboBox highlight color is wrong | | 04/24/2019 02:26 PM |
| 11584 | Emulator | Emulator Issues | New | Normal | macOS update system cannot set which files have executable bit | | 02/25/2019 10:15 AM |
| 11583 | Emulator | Emulator Issues | Questionable | Normal | Qt mouse cursor disappears over render area with certain Qt windows | | 03/16/2019 10:08 AM |
| 11581 | Emulator | Emulator Issues | New | Normal | Crash on macOS with MSAA enabled | | 02/25/2019 12:48 AM |
| 11578 | Emulator | Emulator Issues | New | Normal | Cannot Frame Advance on TAS Input Window | | 02/23/2019 07:50 AM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------------|-----------------|--------------|----------|---|----------|---------------------|
| 11570 | Emulator | Emulator Issues | New | Normal | SSX on Tour Crash | | 08/05/2019 08:06 PM |
| 11568 | Emulator | Emulator Issues | New | Normal | Vulkan/macOS: Twilight Princess (GC) - Midna's eyes missing the iris (graphical glitch) | | 02/13/2019 09:42 PM |
| 11563 | Emulator | Emulator Issues | Questionable | Normal | Qt: Keyboard navigation of UI should be disabled in MappingWindow | | 04/28/2019 08:41 PM |
| 11556 | Emulator | Emulator Issues | New | Normal | Project M Stuttering | | 03/11/2019 07:09 AM |
| 11548 | Emulator | Emulator Issues | Accepted | Normal | Several rumble issues in the Qt UI | | 02/04/2019 03:35 AM |
| 11547 | Emulator | Emulator Issues | New | Normal | Dolphin can't detect certain Brawl replays on SD card | | 02/03/2019 10:00 PM |
| 11545 | Infrastructure | Issue | New | Normal | Dolphin Forums - Unable To Login Or Create New Account | | 02/03/2019 10:11 PM |
| 11536 | Emulator | Emulator Issues | New | Normal | Qt: New tag and remove tag windows have useless help button | | 02/08/2019 01:13 AM |
| 11528 | Emulator | Emulator Issues | New | Normal | Debugger displays wrong bitmask | | 01/15/2019 02:02 AM |
| 11527 | Emulator | Emulator Issues | Questionable | Normal | Feature Request: Add setting in GUI to change global user directory location | | 01/19/2019 08:12 PM |
| 11522 | Emulator | Emulator Issues | New | Normal | [Please support The sTER extension when taking  screenshots](http://www.adeluc.com/st_img_mkr/ang/manual/pages/others/stereo_png_format_definition.html) | | 01/10/2019 01:34 AM |
| 11521 | Emulator | Emulator Issues | Accepted | Normal | Request: Ask user if they wish to start from save data upon starting recording input | | 01/09/2019 08:31 PM |
| 11517 | Emulator | Emulator Issues | New | Normal | Monopoly - Graphic glitches on Android client | | 03/09/2019 06:28 PM |
| 11516 | Emulator | Emulator Issues | New | Normal | videobackends\vulkan\vulkanloader.cpp:331 E[Video]: (SubmitCommandBuffer) vkQueueSubmit failed: (-4: VK_ERROR_DEVICE_LOST) common\msgHandler.cpp:92 E[MASTER]: Warning: Failed to submit command buffer. | | 01/10/2019 04:07 PM |
| 11509 | Emulator | Emulator Issues | New | Normal | SD-Gecko support for Dolphin | | 03/11/2019 01:56 AM |
| 11504 | Emulator | Emulator Issues | Questionable | Normal | Wii Party - Dolphin crashes while playing Derby Dash minigame on Windows 10 | | 12/29/2018 07:01 PM |
| 11503 | Emulator | Emulator Issues | Accepted | Normal | Dolphin Hangs When Switching Discs on the Gamecube Menu [Possibly icache] | | 12/27/2018 10:41 PM |
| 11496 | Emulator | Emulator Issues | New | Normal | Metroid Prime - Raindrop rendering appears to cause crash when using Intel HD 615 graphics | | 02/14/2019 09:09 PM |
| 11492 | Emulator | Emulator Issues | Questionable | Normal | Penguin Adventure: Yume Tairiku Adventure (MSX) - USB Keyboard doesn't work | | 05/04/2019 10:34 PM |
| 11491 | Emulator | Emulator Issues | Accepted | Normal | Gecko code downloading fails to parse codes with XXs | | 03/03/2019 06:10 PM |
| 11489 | Emulator | Emulator Issues | Accepted | Normal | Debugger: PC should be part of the call stack | | 12/30/2018 03:11 AM |
| 11487 | Emulator | Emulator Issues | New | Normal | Wave Race: Blue Storm - Some FMVs are not correctly displayed when using software renderer | | 09/02/2019 07:56 PM |
| 11477 | Emulator | Emulator Issues | Questionable | Normal | Thoreau disappearing in Super Paper Mario | | 09/17/2020 09:10 PM |
| 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 |
| 11471 | Emulator | Emulator Issues | Accepted | Normal | Disney's Magical Mirror - crash with MMU emulation | | 12/21/2018 12:03 AM |
| 11463 | Emulator | Emulator Issues | New | Normal | Hotkeys Regression since 5.0-9122 | | 11/28/2018 02:54 PM |
| 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 |
| 11456 | Emulator | Emulator Issues | New | Normal | Qt Debugger Issues | | 11/15/2018 10:59 PM |
| 11454 | Emulator | Emulator Issues | New | Normal | [Feature Request] Qt: Sort gecko codes alphabetically when originally downloaded | | 11/12/2018 03:05 AM |
| 11453 | Emulator | Emulator Issues | Accepted | Normal | Super Monkey Ball crashes without Dual Core Mode | | 08/02/2020 10:54 PM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|--|----------|---------------------|
| 11448 | Emulator | Emulator Issues | New | Normal | Cubeb breaks when a 7.1 audio device is used | | 11/04/2018 07:57 AM |
| 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 |
| 11441 | Emulator | Emulator Issues | Accepted | Normal | Just Dance 2014 freezes at Ubisoft logo if .pem files are present | | 05/31/2019 02:47 PM |
| 11434 | Emulator | Emulator Issues | Fix pending | Normal | Unknown Value Search in Cheat Manager is Now Impossible, Empty Text Box is treated as Zero | | 01/12/2020 08:53 PM |
| 11431 | Emulator | Emulator Issues | Accepted | Normal | Android - Tom & Jerry War Of The Whiskers GC is not working | | 12/25/2018 09:09 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 |
| 11418 | Emulator | Emulator Issues | Accepted | Normal | Timesplitters 2 - Pixel border | | 08/06/2019 08:36 PM |
| 11417 | Emulator | Emulator Issues | New | Normal | Animal Crossing USA GameCube, Starman flashing bug | | 05/11/2019 02:59 AM |
| 11415 | Emulator | Emulator Issues | Questionable | Normal | Android:Okami drawing screen missing background | | 04/11/2019 05:26 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 |
| 11410 | Emulator | Emulator Issues | New | Normal | "Always Hide Mouse Cursor" setting not always honored | | 10/06/2018 12:08 AM |
| 11408 | Emulator | Emulator Issues | New | Normal | Line 45: File: /home/buildslave/worker/release-android/build/Source/Core/VideoBackends/Vulkan/VertexForm at.cpp | | 10/08/2018 07:43 PM |
| 11407 | Emulator | Emulator Issues | Accepted | Normal | VI registers differ for Wii games when booting game from Game List compared to booting game from Wii System Menu | | 11/07/2018 05:49 PM |
| 11394 | Emulator | Emulator Issues | Accepted | Normal | D3D11: Rogue Squadron's main menu transitions render incorrectly. | | 11/07/2018 05:50 PM |
| 11393 | Emulator | Emulator Issues | Accepted | Normal | Software Renderer crashes immediately upon boot in Rogue Leader. | | 09/12/2020 12:39 PM |
| 11392 | Emulator | Emulator Issues | New | Normal | Suggestion: Make File Monitor work for WiiWare titles | | 09/14/2018 07:45 PM |
| 11384 | Emulator | Emulator Issues | Accepted | Normal | Zelda ucode games randomly hang on startup while using the DSP LLE audio emulation engine. | | 10/22/2020 11:02 PM |
| 11382 | Emulator | Emulator Issues | Questionable | Normal | Mario Kart Wii Crashes Under Vulkan API when trying to access Wiimmfi WFC Menu | | 12/25/2018 08:57 PM |
| 11381 | Emulator | Emulator Issues | New | Normal | Unable to resolve read address warning Mario Strikers Charged Football during frame advance | | 09/06/2018 12:42 PM |
| 11374 | Emulator | Emulator Issues | Fix pending | Normal | Add cmake compile option for vulkan video backend | | 10/07/2018 12:27 PM |
| 11367 | Emulator | Emulator Issues | New | Normal | Sometimes when opening the graphics menu under Vulkan, Dolphin reloads the shaders. And sometimes that makes it crash. | | 10/01/2019 12:20 PM |
| 11363 | Emulator | Emulator Issues | New | Normal | Zelda Twilight Princess (GC) crashes after around one hour due to a amd video driver crash. | | 12/21/2018 04:02 AM |
| 11361 | Emulator | Emulator Issues | New | Normal | Memory Card Manager (GC) has annoying scrolling behavior | | 08/24/2018 09:44 AM |
| 11354 | Emulator | Emulator Issues | New | Normal | Emulator crashes when switching to thermal visor in Metroid Prime | | 08/19/2018 05:08 PM |
| 11348 | Emulator | Emulator Issues | Accepted | Normal | Not emulating Crash that occurs on console (metroid prime 2) | | 01/15/2019 12:02 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 |
| 11342 | Emulator | Emulator Issues | Accepted | Normal | Just Dance 2014/2015/2016/2017/2018 hangs during save file creation | | 09/12/2020 02:00 PM |
| 11334 | Emulator | Emulator Issues | Accepted | Normal | The Bachelor - The Video Game - Broken Sound Effects and Severe Popping | | 12/27/2018 05:34 AM |
| 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 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------------|-----------------|--------------|----------|--|----------|---------------------|
| 11330 | Emulator | Emulator Issues | New | Normal | Dolphin's Emulated CPU is Too Slow/Fast in Various Situations | | 08/08/2018 10:37 PM |
| 11329 | Emulator | Emulator Issues | New | Normal | Inputs getting dropped in 007: Nightfire while using Frame Advance | | 08/08/2018 10:21 PM |
| 11328 | Emulator | Emulator Issues | New | Normal | Feature suggestion: Button display | | 03/31/2019 03:29 AM |
| 11321 | Emulator | Emulator Issues | Accepted | Normal | Scarface intros and cutscene transitions extremely slow | | 12/07/2018 12:43 PM |
| 11314 | Emulator | Emulator Issues | Questionable | Normal | Qt: Make Layout more compact | | 04/24/2019 02:45 AM |
| 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 |
| 11298 | Emulator | Emulator Issues | New | Normal | Custom User Styles are not Portable. | | 10/04/2018 12:37 AM |
| 11297 | Emulator | Emulator Issues | New | Normal | Dolphin hangs if WASAPI loses Exclusive Mode | | 06/17/2020 12:51 PM |
| 11295 | Emulator | Emulator Issues | Accepted | Normal | Qt: Resizing Render to Main Window causes temporary flickering while game is running. | | 12/25/2018 08:07 PM |
| 11294 | Emulator | Emulator Issues | Accepted | Normal | The Legend of Zelda: Ocarina of Time / Master Quest: Video playback doesn't continue after specific points | | 07/21/2018 07:29 AM |
| 11293 | Emulator | Emulator Issues | New | Normal | UI flickering when the power gage is filled | | 07/19/2018 12:01 AM |
| 11292 | Emulator | Emulator Issues | New | Normal | Qt/macOS: A few buttons that don't use the native system UI | | 04/25/2019 12:02 PM |
| 11291 | Emulator | Emulator Issues | New | Normal | LEGO Star Wars (macOS): blue banner covers upper fifth of screen | | 07/19/2018 10:04 AM |
| 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 |
| 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 |
| 11266 | Emulator | Emulator Issues | New | Normal | Dolphin crashes on macos high Sierra | | 07/04/2018 06:57 PM |
| 11265 | Emulator | Emulator Issues | Accepted | Normal | Super Smash Bros (N64 VC) isn't playable on Vulkan (crashes after a bit in the intro or while selecting character) | | 07/13/2018 02:08 PM |
| 11253 | Emulator | Emulator Issues | New | Normal | Feature Request: MAME-style Maintain Aspect Ratio option | | 06/30/2018 10:01 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 |
| 11235 | Emulator | Emulator Issues | Accepted | Normal | Star Fox Adventure aspect ratio gets crazy when moving between the main menu options | | 12/17/2018 09:46 PM |
| 11231 | Emulator | Emulator Issues | New | Normal | Map failed in dxttexture.cpp at line 321: map readback texture | | 02/14/2019 08:44 AM |
| 11228 | Emulator | Emulator Issues | New | Normal | Overlay Flickering and Corruption in Metroid Prime Trilogy (3) | | 07/05/2018 03:55 PM |
| 11225 | Emulator | Emulator Issues | New | Normal | Request, Debugger: Add searchable notes to memory and code. | | 06/13/2018 03:54 AM |
| 11209 | Infrastructure | Issue | New | Normal | Dolphin wiki is broken on Firefox for Android | | 06/11/2018 11:06 AM |
| 11208 | Emulator | Emulator Issues | New | Normal | Netplay: Manage controller setup from Netplay menu | | 06/08/2018 04:31 AM |
| 11199 | Emulator | Emulator Issues | New | Normal | gamepad settings applied via ini file do not show on gui | | 06/04/2018 04:10 PM |
| 11196 | Emulator | Emulator Issues | New | Normal | QT: Log window doesn't always scroll with new entries | | 06/02/2018 06:24 PM |
| 11192 | Emulator | Emulator Issues | Questionable | Normal | Steam Input no longer detects when dolphin is running a game | | 01/11/2020 11:16 PM |
| 11191 | Emulator | Emulator Issues | Questionable | Normal | QT: Resized Log window reverts to default size after closing Dolphin | | 10/09/2018 08:08 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 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------------|-----------------|--------------|----------|---|----------|---------------------|
| 11186 | Emulator | Emulator Issues | New | Normal | The Baseball 2003 - In arrange team mode all players become Giants | | 12/26/2018 09:57 AM |
| 11185 | Emulator | Emulator Issues | New | Normal | TAS input cannot control IR rotation | | 04/02/2019 11:36 PM |
| 11184 | Emulator | Emulator Issues | New | Normal | Qt/macOS: First button on any pane appears selected and is highlighted blue | | 10/18/2019 04:56 AM |
| 11176 | Emulator | Emulator Issues | Accepted | Normal | Please add support for searching other memory types in cheat search. | | 05/30/2018 01:55 AM |
| 11170 | Emulator | Emulator Issues | New | Normal | Debug Symbol issue with Add Function | | 05/27/2018 05:32 PM |
| 11165 | Emulator | Emulator Issues | Accepted | Normal | Controller hotplug issue in SoulCalibur II | | 03/14/2020 05:32 PM |
| 11142 | Emulator | Emulator Issues | Accepted | Normal | Creating User Config for ELF Files | | 05/23/2018 04:07 AM |
| 11135 | Emulator | Emulator Issues | Questionable | Normal | crashing after couple minutes of gameplay | | 06/05/2018 08:45 PM |
| 11124 | Emulator | Emulator Issues | Questionable | Normal | Qt/GamePropertiesWindow: Config Buttons Activate On Mouse-Hold Hover | | 05/17/2018 11:56 PM |
| 11120 | Emulator | Emulator Issues | New | Normal | Feature Request - Silent Auto Update Option After Closing Dolphin | | 05/23/2018 09:34 PM |
| 11115 | Emulator | Emulator Issues | Accepted | Normal | [Dualcore] Dolphin Completely Freezes when Closing TimeSplitters 2 | | 05/23/2018 06:12 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 |
| 11089 | Emulator | Emulator Issues | Accepted | Normal | Readme.md doesn't mention requirement about git submodules for compiling DolphinQt | | 05/13/2018 06:37 PM |
| 11088 | Emulator | Emulator Issues | Accepted | Normal | Super Smash Bros. (VC) - Ridiculous RAM Usage | | 05/13/2018 06:37 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 |
| 11072 | Emulator | Emulator Issues | New | Normal | Loading value from the same register causes emulator to crash | | 06/19/2018 06:14 PM |
| 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 |
| 11033 | Infrastructure | Issue | New | Normal | Update Coppyright dates | | 04/28/2018 10:06 PM |
| 11014 | Emulator | Emulator Issues | New | Normal | Can not add some buttons using gamepad on Dolphin Android | | 04/19/2018 05:11 PM |
| 11010 | Emulator | Emulator Issues | Questionable | Normal | Touch controls affect all players | | 05/10/2020 12:23 PM |
| 11005 | Emulator | Emulator Issues | Accepted | Normal | Rock Band 3 DLC not working from SD card | | 04/21/2018 08:03 PM |
| 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 |
| 10996 | Emulator | Emulator Issues | New | Normal | Disney's Cars 2 - Memory Stride Too Small | | 05/23/2018 04:13 AM |
| 10988 | Emulator | Emulator Issues | Questionable | Normal | Feature Request - Save Screenshots to Dump Directory instead of Documents Folder | | 05/23/2018 10:05 PM |
| 10984 | Emulator | Emulator Issues | Accepted | Normal | Screen position setting has no effect. | | 04/07/2018 12:00 PM |
| 10982 | Emulator | Emulator Issues | New | Normal | Nintendo Channel Error Message | | 04/07/2018 02:16 PM |
| 10981 | Emulator | Emulator Issues | Accepted | Normal | The Wii Remote's POWER button does not work properly in passthrough | | 04/07/2018 11:57 AM |
| 10972 | Emulator | Emulator Issues | New | Normal | Gecko OS not loading | | 05/25/2018 02:23 PM |
| 10966 | Emulator | Emulator Issues | Accepted | Normal | New Super Mario Bros on macOS requires EFB copies to RAM | | 09/23/2018 11:51 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 |
| 10963 | Emulator | Emulator Issues | Accepted | Normal | GUN Animation/Music/Crash Issues. | | 05/23/2018 04:15 AM |
| 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 |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|---|----------|---------------------|
| 10931 | Emulator | Emulator Issues | Accepted | Normal | Toy Story 3: assert on invalid CP register load | | 06/30/2019 03:06 PM |
| 10929 | Emulator | Emulator Issues | Questionable | Normal | [Android] Adreno 540 - OpenGL Mario Kart Wii Visual Issue | | 10/13/2020 07:05 AM |
| 10927 | Emulator | Emulator Issues | Accepted | Normal | Games that require proper icache/dcache emulation to work | | 03/01/2018 01:31 PM |
| 10911 | Emulator | Emulator Issues | Questionable | Normal | (DEV BUILD) GameCube BIOS OpenGL Issue | | 10/15/2018 07:57 AM |
| 10898 | Emulator | Emulator Issues | New | Normal | Vulkan backend Android 5.0-6335 always crashes on game exit. | | 03/01/2018 05:42 AM |
| 10896 | Emulator | Emulator Issues | New | Normal | Real Wii Remotes don't reconnect when using Gecko OS or Minima Launcher | | 09/06/2020 01:56 PM |

...