

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|---|----------------|---------------------|
| 13183 | Emulator | Emulator Issues | New | Normal | Improve UI/UX for GCI folders. | AdmiralCurtiss | 02/27/2023 12:51 AM |
| 9277 | Emulator | Emulator Issues | Accepted | Normal | Spyro A Hero's Tail - Underwater Blur Emulated Incorrectly | Armada | 02/21/2016 01:41 AM |
| 9827 | Emulator | Emulator Issues | New | Normal | [D3D] Xenoblade Chronicles - Depth Fighting | Armada | 10/12/2016 03:16 AM |
| 8044 | Emulator | Emulator Issues | Accepted | Normal | Stair-casing (scaling artefact) since 4.0-4824 | Armada | 07/05/2024 09:28 PM |
| 8569 | Emulator | Emulator Issues | Accepted | Normal | One Piece: Grand Adventure has severe 3D issues | Armada | 07/05/2024 09:28 PM |
| 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 |
| 9391 | Emulator | Emulator Issues | Accepted | Normal | Controller Profile naming doesn't filter out characters with special meanings | Billiard26 | 01/24/2019 12:35 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 |
| 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 |
| 11873 | Emulator | Emulator Issues | Accepted | Normal | Attempting to calibrate mouse cursor inputs is confusing | Billiard26 | 10/03/2019 08:05 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 | 07/26/2021 08:02 PM |
| 12369 | Emulator | Emulator Issues | Accepted | Normal | Program crashes upon opening Emulated Wii Remote Configuration with complex settings while a game is running | Billiard26 | 09/01/2022 04:13 PM |
| 11750 | Emulator | Emulator Issues | Work started | Normal | Skyward Sword - Emulated Wii Remote MotionPlus - Spurious Stabs and Shield Bashing | Billiard26 | 03/24/2023 10:14 PM |
| 10163 | Emulator | Emulator Issues | New | Normal | [Feature Request] Assigning controller ports during Netplay | Billiard26 | 03/21/2024 09:41 PM |
| 13688 | Emulator | Emulator Issues | Accepted | Normal | NetPlay: Allow P1 to switch between GBA and Controller | Billiard26 | 02/23/2025 10:20 AM |
| 13647 | Emulator | Emulator Issues | Accepted | Normal | Emulated Wiimote battery level is forced to 100% when in Netplay | Billiard26 | 02/23/2025 10:20 AM |
| 13485 | Emulator | Emulator Issues | Accepted | Normal | Entire Game Closes on Netplay Session if Client Leaves | Billiard26 | 02/23/2025 10:34 AM |
| 13609 | Emulator | Emulator Issues | Fix pending | Normal | [Feature Request] Emulation Lag Compensation | Billiard26 | 03/04/2025 04:36 AM |
| 13754 | Emulator | Emulator Issues | Accepted | Normal | SDL conflicts with native GC Adapter handling on Linux | Billiard26 | 03/08/2025 08:16 AM |
| 13762 | Emulator | Emulator Issues | Work started | Normal | Enhancement Request. Dualsense Addaptive Triggers | Billiard26 | 03/13/2025 08:57 AM |
| 13784 | Emulator | Emulator Issues | New | Normal | Random keyboard button stops being registered for controller input (Linux, X11, XInput2/Virtual core pointer) | Billiard26 | 04/14/2025 02:10 AM |
| 12254 | Emulator | Emulator Issues | Accepted | Normal | Widescreen Heuristic Mega-Issue | Billiard26 | 04/19/2025 02:54 PM |
| 8655 | Emulator | Emulator Issues | Accepted | Normal | Record Netplay Input Desyncs when Played Back | comexk | 06/08/2015 06:50 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 |
| 9245 | Emulator | Emulator Issues | New | Normal | some Textures dumped from Timesplitters Future Perfect broken | degasus | 06/06/2018 10:07 AM |

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| 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 |
| 10176 | Emulator | Emulator Issues | New | Normal | crash in Need for Speed Most Wanted | degasus | 11/19/2022 07:31 AM |
| 6456 | Emulator | Emulator Issues | Accepted | Normal | Properly implement InitBackendInfo in OpenGL | degasus | 07/05/2024 09:28 PM |
| 7560 | Emulator | Emulator Issues | Accepted | Normal | Improve Common/Event.h documentation/tests about Reset() and Wait() | delroth | 08/11/2014 06:29 AM |
| 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 |
| 7984 | Emulator | Emulator Issues | Accepted | Low | [NZHLE] The Legend of Zelda: Collector's Edition and Pikmin 2 "Zelda HLE using Back Mixing Buffers" | delroth | 10/18/2022 04:09 AM |
| 8905 | Infrastructure | Issue | Accepted | Normal | Implement inbound email actions | delroth | 08/31/2015 01:58 PM |
| 8906 | Infrastructure | Issue | Accepted | Normal | Note number not passed through WebHooks | delroth | 08/31/2015 09:23 PM |
| 6489 | Infrastructure | Issue | Accepted | High | Write some documentation about the Windows symbol server | delroth | 10/27/2022 01:16 AM |
| 9370 | Emulator | Emulator Issues | Work started | Normal | Update DTM Header to reflect sync changes | Fog | 02/26/2016 01:29 AM |
| 9927 | Emulator | Emulator Issues | Accepted | Normal | Add hotkeys for dumping frames and audio | Helios | 09/12/2020 07:01 PM |
| 9148 | Emulator | Emulator Issues | Accepted | Normal | Create testing plans/checklists for basic Dolphin features | JMC4789 | 06/02/2016 11:04 PM |
| 10232 | Emulator | Emulator Issues | New | Normal | Appropriately Handle VC Aspect Ratios | JosJuice | 09/12/2020 09:30 AM |
| 12277 | Emulator | Emulator Issues | New | Normal | Android: Display filepath in convert file menu | JosJuice | 09/24/2020 05:26 PM |
| 12361 | Emulator | Emulator Issues | New | Normal | Frame number in frame counter after loading state does not match frame number when saving state | JosJuice | 07/20/2021 02:28 AM |
| 13488 | Emulator | Emulator Issues | New | Normal | Android: Gecko code list is not updated properly after you delete more than one item | JosJuice | 03/19/2024 07:59 PM |
| 10983 | Emulator | Emulator Issues | Questionable | Normal | Region Select: error code 109144 | leoetlino | 05/23/2018 04:13 AM |
| 10128 | Emulator | Emulator Issues | Accepted | Normal | Just Dance 2/3/4 issues with multiple DLC songs | leoetlino | 01/10/2020 01:57 AM |
| 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 |
| 10980 | Emulator | Emulator Issues | Questionable | Normal | Add a hotkey to start the emulated console. (POWER button) | MayImilae | 02/22/2020 04:50 PM |
| 11983 | Emulator | Emulator Issues | New | Normal | Exclusive fullscreen seemingly never implemented on macOS Qt | MayImilae | 09/12/2020 07:57 AM |
| 6656 | Emulator | Emulator Issues | Accepted | Normal | Need 2x versions of resource images | MayImilae | 07/05/2024 09:28 PM |
| 5644 | Emulator | Emulator Issues | Work started | Low | Saving screenshots should not require emulator to be unpaused | NeoBrainX | 07/05/2024 09:28 PM |
| 12802 | Emulator | Emulator Issues | Accepted | Normal | SSX on Tour | OatmealDome | 10/27/2022 07:51 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 |
| 9341 | Emulator | Emulator Issues | Questionable | Normal | Mario Golf Toadstool Tour opening movie displays incorrectly | phire | 08/09/2017 12:46 AM |
| 9125 | Emulator | Emulator Issues | New | Normal | Xenoblade - Incorrect Upscaled Lighting Effects | phire | 12/17/2017 06:20 AM |
| 11458 | Emulator | Emulator Issues | Work started | Normal | Shadow the Hedgehog graphical anomaly: eyelids | pokechu22 | 08/04/2021 11:53 PM |
| 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 |

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| 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 |
| 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 |
| 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 |
| 11074 | Emulator | Emulator Issues | Accepted | Low | Updater: Updater is missing Dolphin icon | spycrab0 | 04/23/2019 09:02 PM |
| 5805 | Emulator | Emulator Issues | Work started | Normal | [Feature Request] Stackable Post-processing shaders | Stenzek | 06/29/2018 11:21 PM |
| 11464 | Emulator | Emulator Issues | New | Normal | Immediately Present XFB + Toggle Load Custom Textures Freeze | Stenzek | 12/07/2018 12:34 PM |
| 11443 | Emulator | Emulator Issues | New | Normal | Unscaled EFB copies off center while using 2x IR | Stenzek | 12/07/2018 12:46 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 |
| 12203 | Emulator | Emulator Issues | Questionable | Normal | Vulkan API changes display refresh rate when going into Full screen | Stenzek | 09/12/2020 07:27 AM |
| 11898 | Emulator | Emulator Issues | Accepted | Normal | Shader compilation UID cache increases in size across Dolphin builds | Stenzek | 09/12/2020 11:49 AM |
| 10706 | Emulator | Emulator Issues | Accepted | Normal | [EFB Copies to Tex/RAM issue] Enter the Matrix Movie Video | Stenzek | 08/30/2021 01:56 AM |
| 11100 | Emulator | Emulator Issues | Questionable | Normal | After error "Failed to initialize video backend" an OS process is leaked | Stenzek | 03/19/2025 01:28 AM |
| 6126 | Emulator | Emulator Issues | Accepted | High | Write some "Guide to new Dolphin developers" wiki page | | 03/20/2013 02:25 AM |
| 6588 | Emulator | Emulator Issues | New | Normal | Feature request - standalone cheat files (.INI independent & maybe export to .GCT?) | | 09/08/2013 03:07 AM |
| 6589 | Emulator | Emulator Issues | New | Normal | GCT Gecko cheat file support | | 09/08/2013 05:41 AM |
| 6858 | Emulator | Emulator Issues | New | Normal | no uninstall script in last source? | | 12/08/2013 12:01 PM |
| 6930 | Emulator | Emulator Issues | Accepted | Normal | Spyro: Enter The Dragonfly Gate Clip does not work on emulator | | 01/07/2014 03:16 AM |
| 7128 | Emulator | Emulator Issues | Accepted | Low | Widescreen Hack Currently Performs Poorly | | 03/27/2014 07:59 PM |
| 7199 | Emulator | Emulator Issues | Accepted | Normal | Sonic Mega Collection Blue Sphere has severe screen tearing issues [cpuTiming] | | 04/19/2014 02:49 AM |
| 7455 | Emulator | Emulator Issues | Accepted | Low | dolphin-emu.desktop not localized | | 07/06/2014 03:56 PM |
| 7578 | Emulator | Emulator Issues | New | Normal | Dolphin stops working when streaming over NVIDIA SHIELD GameStream or Limelight | | 08/18/2014 08:06 AM |
| 7587 | Emulator | Emulator Issues | Accepted | Low | Download AR codes | | 08/24/2014 03:05 PM |
| 7597 | Emulator | Emulator Issues | Accepted | Normal | Suggestion: Add a default settings button in general config, graphics and game properties. | | 08/28/2014 12:59 PM |
| 7619 | Emulator | Emulator Issues | New | Normal | Movie File not recreating Memory Card State | | 09/04/2014 01:29 PM |
| 7778 | Emulator | Emulator Issues | Questionable | Normal | Separate sections for Virtual Console and Channels | | 10/22/2014 01:12 AM |
| 7880 | Emulator | Emulator Issues | Accepted | Normal | Deterministic Dualcore is not 100% compatible with games | | 11/23/2014 09:24 PM |
| 8068 | Emulator | Emulator Issues | Accepted | Normal | Invalidate JIT blocks that are modified by cheats | | 01/06/2015 04:29 AM |
| 8089 | Emulator | Emulator Issues | Accepted | Normal | Some signed shifts should be unsigned | | 01/12/2015 12:18 PM |
| 8200 | Emulator | Emulator Issues | New | Normal | Unbalanced audio with OpenAL in a multi-channel environment | | 02/05/2015 04:21 AM |

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|------|----------|-----------------|--------------|----------|--|----------|---------------------|
| 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 |
| 8391 | Emulator | Emulator Issues | New | Normal | Add Input Methods to Game List | | 03/20/2015 02:53 AM |
| 8413 | Emulator | Emulator Issues | New | Normal | Per game keybinds would be useful | | 03/28/2015 08:43 AM |
| 8470 | Emulator | Emulator Issues | Accepted | Normal | Enhancement: Custom Cropping | | 04/15/2015 06:31 PM |
| 8544 | Emulator | Emulator Issues | Accepted | Normal | Input recording desyncs | | 05/06/2015 06:11 PM |
| 8619 | Emulator | Emulator Issues | Accepted | Low | Feature Request: Allow the modification of most/all settings per game. | | 06/02/2015 09:04 AM |
| 8686 | Emulator | Emulator Issues | New | Normal | TAS Movie playback fails on launch. | | 06/14/2015 11:27 PM |
| 8852 | Emulator | Emulator Issues | New | Normal | Branching controller input for TAS purposes | | 08/09/2015 04:36 PM |
| 8928 | Emulator | Emulator Issues | Questionable | Normal | VSync - choose monitor to sync to | | 09/17/2015 01:59 AM |
| 8940 | Emulator | Emulator Issues | New | Normal | Raster Image Quality Options | | 10/02/2015 04:42 PM |
| 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 |
| 9053 | Emulator | Emulator Issues | New | Normal | Phantasy Star Online Ep. 1 & 2 crashes upon connecting to server | | 10/25/2015 08:07 PM |
| 9133 | Emulator | Emulator Issues | New | Normal | Monster 4x4: World Circuit Menus Behave Strangely (FPS/VPS Desync) | | 12/02/2015 02:31 AM |
| 9164 | Emulator | Emulator Issues | Accepted | High | Random crashes caused by a potential memory corruption | | 12/16/2015 06:47 AM |
| 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 |
| 9267 | Emulator | Emulator Issues | New | Normal | Auto-fire ignores loaded savestate's button state | | 01/16/2016 11:20 AM |
| 9434 | Emulator | Emulator Issues | New | Normal | Headless framedumping doesn't work | | 03/17/2016 06:38 PM |
| 9458 | Emulator | Emulator Issues | New | Normal | Memcard doesn't work properly when imported during game | | 03/28/2016 07:26 PM |
| 9474 | Emulator | Emulator Issues | Accepted | Normal | Transparent Wiimote graphic | | 04/06/2016 01:43 AM |
| 9517 | Emulator | Emulator Issues | New | Normal | Add "Total Games" amount to bottom of the gamelist window | | 05/04/2016 07:33 AM |
| 9522 | Emulator | Emulator Issues | New | Normal | TAS input window crashes Dolphin with real GameCube Controller | | 05/06/2016 05:47 AM |
| 9548 | Emulator | Emulator Issues | New | Normal | Dolphin Debug Memory Tab: add auto-refresh option (default off) | | 05/19/2016 04:51 PM |
| 9550 | Emulator | Emulator Issues | Accepted | Low | Sub-Categories for AR/Gecko Codes | | 05/19/2016 06:11 PM |
| 7811 | Emulator | Emulator Issues | New | Normal | Memory Check Breakpoints Do Not Show Up | | 06/24/2016 10:51 AM |
| 8696 | Emulator | Emulator Issues | Work started | Normal | A/V Dumping Issues/Suggestions | | 07/01/2016 11:47 PM |
| 9672 | Emulator | Emulator Issues | New | Normal | Monitor selector in graphics configuration | | 07/02/2016 08:21 AM |
| 9689 | Emulator | Emulator Issues | New | Normal | TAS desyncs where DSP settings don't match prior to playback | | 07/11/2016 12:52 PM |
| 9692 | Emulator | Emulator Issues | New | Normal | Pause on Focus Lost doesn't properly work in Linux | | 07/12/2016 09:57 PM |
| 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 |

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| 7249 | Emulator | Emulator Issues | New | Normal | Timesplitters 1/2 (glitchy bottom-right border) | | 07/18/2016 05:23 PM |
| 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 |
| 9722 | Emulator | Emulator Issues | New | Normal | Using savestates while recording a TAS with LLE can cause desyncs | | 07/30/2016 12:09 AM |
| 9721 | Emulator | Emulator Issues | New | Normal | Recording a TAS with LLE + Memory Card causes desyncs | | 08/01/2016 01:23 AM |
| 9728 | Emulator | Emulator Issues | New | Normal | Pac-Man World 3 runs at 60 FPS in Dolphin, 30 FPS on console causing movement interpolation issues | | 08/04/2016 02:25 AM |
| 9729 | Emulator | Emulator Issues | New | Normal | NWC Editor doesn't work | | 08/08/2016 12:23 PM |
| 8710 | Emulator | Emulator Issues | Accepted | Normal | Graphics issue (Dots) in Silent Hill Shattered Memories | | 08/08/2016 12:44 PM |
| 9751 | Emulator | Emulator Issues | Accepted | Normal | Rust's MIR Backend produces code that Dolphin's JIT can't handle | | 08/18/2016 02:03 PM |
| 9761 | Emulator | Emulator Issues | Accepted | Normal | Add Triforce Support | | 08/23/2016 12:47 PM |
| 9776 | Emulator | Emulator Issues | New | Normal | [JPN Colo Bonus Disc hangs in debug mode] | | 09/06/2016 03:00 AM |
| 9789 | Emulator | Emulator Issues | Accepted | Normal | Netplay input records desync when pad buffer changes | | 09/15/2016 06:56 PM |
| 9793 | Emulator | Emulator Issues | New | Normal | Trying to use TAS input in debug mode results in an avalanche of errors | | 09/18/2016 01:21 AM |
| 9766 | Emulator | Emulator Issues | New | Normal | Mem1 Memory Mirrors Incorrectly Implemented | | 09/27/2016 09:48 PM |
| 9325 | Emulator | Emulator Issues | Fix pending | Normal | Controller overrides analog TAS inputs | | 10/08/2016 12:18 AM |
| 9838 | Emulator | Emulator Issues | Questionable | Normal | Random crashes on D3D11: Skyward Sword | | 10/11/2016 08:28 PM |
| 9679 | Emulator | Emulator Issues | Accepted | Normal | Notify Users How to Set Up Wii U Adapter With Dolphin When Selected | | 11/15/2016 06:55 PM |
| 9521 | Emulator | Emulator Issues | Questionable | Normal | Debugger unable to follow routines | | 12/16/2016 01:17 AM |
| 9994 | Emulator | Emulator Issues | Accepted | Low | Video: Warning X3578: Output value 'ocol1' is not completely initialized | | 12/27/2016 09:32 AM |
| 10011 | Emulator | Emulator Issues | New | Normal | Keep Window on Top applies when in full-screen mode | | 01/03/2017 07:42 PM |
| 7234 | Emulator | Emulator Issues | Accepted | Normal | Tales of Symphonia (GC) audio stutters on opening video [cpuTiming] | | 01/10/2017 09:17 PM |
| 10065 | Emulator | Emulator Issues | Questionable | Normal | Movie playback with Bounding Box games desync on different GFX settings | | 01/30/2017 03:58 PM |
| 10013 | Emulator | Emulator Issues | Accepted | Normal | Window resizing issues with Auto Adjust Window Size | | 02/11/2017 12:57 PM |
| 10102 | Emulator | Emulator Issues | New | Normal | "Copy Address" function in debug mode often doesn't work | | 02/15/2017 10:14 PM |
| 10125 | Emulator | Emulator Issues | New | Normal | Wii Music: Software Renderer differences from other backends | | 02/27/2017 04:40 AM |
| 10161 | Emulator | Emulator Issues | Questionable | Normal | Integrate Command Line Options documentation into Dolphin's Help menu | | 03/21/2017 09:37 PM |
| 8731 | Emulator | Emulator Issues | Accepted | Normal | Project M - infinite "Invalid Read from to ..." error messages with AXNextFrame hook type | | 04/09/2017 11:13 PM |
| 10126 | Emulator | Emulator Issues | New | Normal | [Feature Request] Support MemoryWatcher/Pipe Input on Windows | | 04/23/2017 08:18 AM |
| 10260 | Emulator | Emulator Issues | New | Normal | Insert blr and Insert nop sometimes doesn't work | | 05/04/2017 01:00 PM |
| 10279 | Emulator | Emulator Issues | New | Normal | Include memory editor/viewer in regular Dolphin | | 05/14/2017 11:14 AM |
| 10325 | Emulator | Emulator Issues | Accepted | Normal | Videos play at incorrect speeds in Tony Hawk's Underground | | 06/07/2017 01:02 PM |
| 10344 | Emulator | Emulator Issues | New | Normal | Can't reconnect Wiimotes while playing recorded input | | 06/18/2017 03:59 PM |

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| 10350 | Emulator | Emulator Issues | New | Normal | Breakpoints causing different behavior | | 06/22/2017 11:03 PM |
| 10383 | Emulator | Emulator Issues | Accepted | Normal | Feature Request: Automatic Video Skipping | | 07/03/2017 08:25 AM |
| 10428 | Emulator | Emulator Issues | New | Normal | Pausing with debug enabled breaks memory viewer then crashes games upon resuming. | | 08/02/2017 06:46 PM |
| 9961 | Emulator | Emulator Issues | New | Normal | Different MemoryCard Issues | | 08/05/2017 09:54 PM |
| 7970 | Emulator | Emulator Issues | Accepted | Normal | Variable Throttle Limiter | | 08/08/2017 09:34 AM |
| 9809 | Emulator | Emulator Issues | Questionable | Normal | Paper Mario: The Thousand-Year Door Scaled EFB Copy Inconsistent | | 08/08/2017 10:25 AM |
| 9316 | Emulator | Emulator Issues | New | Normal | Dolphin Crashes after save/load states | | 08/11/2017 08:34 AM |
| 10352 | Emulator | Emulator Issues | Accepted | Low | Pokemon Colosseum and Pokemon XD All Gecko Codes Freeze | | 08/11/2017 01:23 PM |
| 10042 | Emulator | Emulator Issues | New | Normal | Wii save manager | | 08/12/2017 12:10 PM |
| 10468 | Emulator | Emulator Issues | Accepted | Normal | Friend code is always 0000-0000-0000-0000 after formating the system | | 08/16/2017 12:35 PM |
| 9382 | Emulator | Emulator Issues | Accepted | Normal | Textures get blurry in new super mario bros when changing IR | | 08/18/2017 12:09 AM |
| 7695 | Emulator | Emulator Issues | New | Normal | Rewriting Cheat engine - Simplifying Finding Ram Values | | 08/18/2017 01:02 AM |
| 10487 | Emulator | Emulator Issues | Accepted | Normal | Majoras Mask (VC) Sound Disappears; Also Softlock | | 08/22/2017 10:44 AM |
| 10489 | Emulator | Emulator Issues | Accepted | Normal | Dragon Quest X - EFB Access Enabled crashes Map | | 08/23/2017 04:47 PM |
| 10498 | Emulator | Emulator Issues | New | Normal | Misplaced bloom effect in de Blob | | 08/25/2017 09:19 AM |
| 10518 | Emulator | Emulator Issues | New | Normal | Setting SDeviceX via commmandline has no effect | | 09/03/2017 03:03 PM |
| 10578 | Emulator | Emulator Issues | New | Normal | Shader compiler warnings since Ubershaders 2.0 (non-fatal) | | 10/12/2017 06:35 AM |
| 10592 | Emulator | Emulator Issues | New | Normal | Can't delete a Wii Shop account due to invalid Serial Number | | 10/19/2017 11:24 PM |
| 10597 | Emulator | Emulator Issues | New | Normal | Breakpoints "Active" and "Function" columns are confusing | | 10/20/2017 02:04 PM |
| 10132 | Emulator | Emulator Issues | Fix pending | Normal | Breakpoints crash game after stepping | | 10/20/2017 05:14 PM |
| 10593 | Emulator | Emulator Issues | New | Normal | Graphical bugs in Skyward Sword with AMDGPU and Vulkan | | 11/15/2017 12:34 PM |
| 10653 | Emulator | Emulator Issues | New | Normal | The same OSReport log is output 4 times when debugger is enabled | | 11/19/2017 10:09 AM |
| 10664 | Emulator | Emulator Issues | Accepted | Normal | [Android Touchscreen] Add Ability to Lock Buttons with Gesture | | 11/23/2017 05:29 PM |
| 10645 | Emulator | Emulator Issues | New | Normal | Unknown Opcode in Xenoblade Chronicles | | 12/09/2017 01:43 AM |
| 9768 | Emulator | Emulator Issues | Accepted | Normal | Some Wii homebrew are launched under GameCube mode | | 12/11/2017 07:57 PM |
| 8258 | Emulator | Emulator Issues | Accepted | Normal | Buildbot doesn't clean directory when files are removed. | | 12/27/2017 07:25 PM |
| 10767 | Emulator | Emulator Issues | New | Normal | Update debugger views when loading savestates | | 01/10/2018 04:41 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 |
| 8774 | Emulator | Emulator Issues | New | Normal | Scan Visor not scanning properly, unable to scan some objects. | | 01/15/2018 05:35 PM |
| 10825 | Emulator | Emulator Issues | Accepted | Normal | Diatomic Hang | | 01/29/2018 04:57 PM |
| 10792 | Emulator | Emulator Issues | New | Normal | Android: Software Renderer is very broken | | 02/04/2018 03:30 PM |
| 6538 | Emulator | Emulator Issues | Accepted | Low | Benchmark Mode | | 02/11/2018 08:22 AM |

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| 10885 | Emulator | Emulator Issues | New | Normal | Power Rangers Dino Thunder issue with texture only being off required for videos to play whereas videos play just fine on desktop with texture on being on | | 02/15/2018 06:52 AM |
| 10927 | Emulator | Emulator Issues | Accepted | Normal | Games that require proper icache/dcache emulation to work | | 03/01/2018 01:31 PM |
| 10705 | Emulator | Emulator Issues | New | Normal | Broken Sword: Shadow of the Templars – The Director's Cut Missing Text | | 03/05/2018 06:33 AM |
| 10702 | Emulator | Emulator Issues | New | Normal | Zatch Bell! Mamodo Fury Plays Incredibly Slow | | 03/06/2018 11:41 AM |
| 10981 | Emulator | Emulator Issues | Accepted | Normal | The Wii Remote's POWER button does not work properly in passthrough | | 04/07/2018 11:57 AM |
| 10982 | Emulator | Emulator Issues | New | Normal | Nintendo Channel Error Message | | 04/07/2018 02:16 PM |
| 9387 | Emulator | Emulator Issues | New | Normal | Metroid Prime 2: Echoes (Refraction Effects issues) | | 04/12/2018 06:10 AM |
| 9329 | Emulator | Emulator Issues | Accepted | Normal | Bully: Scholarship Edition Hangs with Emulated Wiimotes | | 04/19/2018 09:53 PM |
| 11005 | Emulator | Emulator Issues | Accepted | Normal | Rock Band 3 DLC not working from SD card | | 04/21/2018 08:03 PM |
| 11064 | Emulator | Emulator Issues | New | Low | Request: Improve logging features and messaging, startup, shutdown, per-dolphin session, per-game session | | 05/04/2018 03:00 PM |
| 9974 | Emulator | Emulator Issues | Accepted | Normal | Metroid Prime 3: Log Book From Scanning Objects Orange Background | | 05/14/2018 06:31 PM |
| 8543 | Emulator | Emulator Issues | Accepted | Low | Homebrew Channel (non-open source version): crash dolphin on boot | | 05/23/2018 09:27 AM |
| 11120 | Emulator | Emulator Issues | New | Normal | Feature Request - Silent Auto Update Option After Closing Dolphin | | 05/23/2018 09:34 PM |
| 10425 | Emulator | Emulator Issues | Accepted | Normal | Star Fox 64 (VC - Masterpiece) Crashes at default Emulated CPU Clock | | 05/23/2018 09:57 PM |
| 10972 | Emulator | Emulator Issues | New | Normal | Gecko OS not loading | | 05/25/2018 02:23 PM |
| 11170 | Emulator | Emulator Issues | New | Normal | Debug Symbol issue with Add Function | | 05/27/2018 05:32 PM |
| 11196 | Emulator | Emulator Issues | New | Normal | QT: Log window doesn't always scroll with new entries | | 06/02/2018 06:24 PM |
| 11199 | Emulator | Emulator Issues | New | Normal | gamepad settings applied via ini file do not show on gui | | 06/04/2018 04:10 PM |
| 6220 | Emulator | Emulator Issues | Accepted | Normal | Allow for long game patches loaded from binary files | | 06/04/2018 07:35 PM |
| 11072 | Emulator | Emulator Issues | New | Normal | Loading value from the same register causes emulator to crash | | 06/19/2018 06:14 PM |
| 10594 | Emulator | Emulator Issues | New | Normal | MemoryMap_Setup: Failed finding a memory base | | 06/29/2018 11:18 PM |
| 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 |
| 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 |
| 11329 | Emulator | Emulator Issues | New | Normal | Inputs getting dropped in 007: Nightfire while using Frame Advance | | 08/08/2018 10:21 PM |
| 11330 | Emulator | Emulator Issues | New | Normal | Dolphin's Emulated CPU is Too Slow/Fast in Various Situations | | 08/08/2018 10:37 PM |
| 11354 | Emulator | Emulator Issues | New | Normal | Emulator crashes when switching to thermal visor in Metroid Prime | | 08/19/2018 05:08 PM |
| 11361 | Emulator | Emulator Issues | New | Normal | Memory Card Manager (GC) has annoying scrolling behavior | | 08/24/2018 09:44 AM |
| 11392 | Emulator | Emulator Issues | New | Normal | Suggestion: Make File Monitor work for WiiWare titles | | 09/14/2018 07:45 PM |
| 11298 | Emulator | Emulator Issues | New | Normal | Custom User Styles are not Portable. | | 10/04/2018 12:37 AM |
| 11410 | Emulator | Emulator Issues | New | Normal | "Always Hide Mouse Cursor" setting not always honored | | 10/06/2018 12:08 AM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|--|----------|---------------------|
| 11423 | Emulator | Emulator Issues | New | Normal | FFmpeg: Frame dumping gets disabled when declining to overwrite exiting video file | | 10/18/2018 12:07 AM |
| 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 |
| 11456 | Emulator | Emulator Issues | New | Normal | Qt Debugger Issues | | 11/15/2018 10:59 PM |
| 11321 | Emulator | Emulator Issues | Accepted | Normal | Scarface intros and cutscene transitions extremely slow | | 12/07/2018 12:43 PM |
| 8420 | Emulator | Emulator Issues | Accepted | Normal | Gecko OS issues | | 12/25/2018 06:40 PM |
| 11431 | Emulator | Emulator Issues | Accepted | Normal | Android - Tom & Jerry War Of The Whiskers GC is not working | | 12/25/2018 09:09 PM |
| 10724 | Emulator | Emulator Issues | New | Normal | Can't find memory card after resuming saved state | | 12/25/2018 11:18 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 |
| 11503 | Emulator | Emulator Issues | Accepted | Normal | Dolphin Hangs When Switching Discs on the Gamecube Menu [Possibly icache] | | 12/27/2018 10:41 PM |
| 10870 | Emulator | Emulator Issues | Questionable | Normal | Logging: "Failed to read backed up BT.DINF section" (non-fatal) | | 12/29/2018 06:29 AM |
| 11489 | Emulator | Emulator Issues | Accepted | Normal | Debugger: PC should be part of the call stack | | 12/30/2018 03:11 AM |
| 9339 | Emulator | Emulator Issues | Accepted | Normal | Feature Request - String Data Type for Cheat Search | | 01/07/2019 12:41 PM |
| 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 |
| 11348 | Emulator | Emulator Issues | Accepted | Normal | Not emulating Crash that occurs on console (metroid prime 2) | | 01/15/2019 12:02 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 |
| 11098 | Emulator | Emulator Issues | Questionable | Low | Qt/Graphics: Configure button deselection glitch when selecting through different Post-Processing Effects | | 01/27/2019 06:48 PM |
| 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 |
| 11547 | Emulator | Emulator Issues | New | Normal | Dolphin can't detect certain Brawl replays on SD card | | 02/03/2019 10:00 PM |
| 11231 | Emulator | Emulator Issues | New | Normal | Map failed in dxttexture.cpp at line 321: map readback texture | | 02/14/2019 08:44 AM |
| 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 |
| 11550 | Emulator | Emulator Issues | Questionable | Low | Feature Request: Manual sorting for the games list | | 02/18/2019 02:09 AM |
| 11491 | Emulator | Emulator Issues | Accepted | Normal | Gecko code downloading fails to parse codes with XXs | | 03/03/2019 06:10 PM |
| 9618 | Emulator | Emulator Issues | New | Low | Make "Open Containing Folder" in gamelist context menu select the file in file browser | | 03/04/2019 12:51 AM |
| 11509 | Emulator | Emulator Issues | New | Normal | SD-Gecko support for Dolphin | | 03/11/2019 01:56 AM |
| 11524 | Emulator | Emulator Issues | New | Low | Qt/Config: Generate new statistics identity button is unnecessarily wide | | 03/16/2019 05:17 PM |
| 11625 | Emulator | Emulator Issues | Accepted | Normal | Revise the semantics of "Backend multi-threading" option | | 03/20/2019 10:19 AM |
| 10801 | Emulator | Emulator Issues | Questionable | Normal | Eternal Darkness slight aspect ratio shift when pausing | | 03/23/2019 04:21 AM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|---|----------|---------------------|
| 10974 | Emulator | Emulator Issues | Questionable | Low | Wii Play - Bloom effects look wrong with IR higher than 1x | | 03/25/2019 10:17 PM |
| 11650 | Emulator | Emulator Issues | New | Normal | Common key index 2 is not supported | | 03/30/2019 05:24 PM |
| 11328 | Emulator | Emulator Issues | New | Normal | Feature suggestion: Button display | | 03/31/2019 03:29 AM |
| 11185 | Emulator | Emulator Issues | New | Normal | TAS input cannot control IR rotation | | 04/02/2019 11:36 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 |
| 11668 | Emulator | Emulator Issues | Questionable | Normal | Gecko (Harmless) Error on every launch | | 04/13/2019 01:23 AM |
| 11500 | Emulator | Emulator Issues | Accepted | Low | Please provide .wad building for games installed only on Nand. | | 04/19/2019 05:36 PM |
| 11314 | Emulator | Emulator Issues | Questionable | Normal | Qt: Make Layout more compact | | 04/24/2019 02:45 AM |
| 11704 | Emulator | Emulator Issues | New | Normal | Qt: Properties dialog isn't wide enough for GameCube games | | 04/28/2019 07:17 PM |
| 11563 | Emulator | Emulator Issues | Questionable | Normal | Qt: Keyboard navigation of UI should be disabled in MappingWindow | | 04/28/2019 08:41 PM |
| 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 |
| 11656 | Emulator | Emulator Issues | New | Normal | Dx12 Freezing Entire System | | 05/04/2019 07:24 PM |
| 11417 | Emulator | Emulator Issues | New | Normal | Animal Crossing USA GameCube, Starman flashing bug | | 05/11/2019 02:59 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 |
| 8356 | Emulator | Emulator Issues | Accepted | Normal | GameCube Service Disc-Hardware Status / Memory Test | | 06/05/2019 04:52 AM |
| 11727 | Emulator | Emulator Issues | Questionable | Normal | Metroid Prime (gamecube) D3D11 thermal visor is not working | | 06/06/2019 06:32 PM |
| 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 |
| 11768 | Emulator | Emulator Issues | New | Normal | Slow/Buggy Resource Pack Manager | | 06/17/2019 09:02 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 |
| 11800 | Emulator | Emulator Issues | Questionable | Normal | Super Monkey Ball 2 Shadows Broken | | 07/17/2019 02:00 PM |
| 11821 | Emulator | Emulator Issues | New | Normal | RunSIBuffer error spam | | 08/07/2019 06:14 AM |
| 11822 | Emulator | Emulator Issues | Questionable | Normal | UI - OSD text is too small and not changeable. | | 08/12/2019 12:49 AM |
| 9187 | Emulator | Emulator Issues | Accepted | Normal | NHL 2K9 "Trying to reinterpret pixel data with unsupported conversion type 3" and 5 | | 08/21/2019 01:55 PM |
| 11833 | Emulator | Emulator Issues | New | Normal | Qt: Windows taskbar hover displays closed config window as still open | | 08/24/2019 09:07 AM |
| 11837 | Emulator | Emulator Issues | New | Normal | Debugger regressions | | 08/24/2019 11:14 PM |
| 11855 | Emulator | Emulator Issues | New | Normal | "Failed to submit command buffer" error on Jetson Nano | | 09/16/2019 01:18 AM |
| 11856 | Emulator | Emulator Issues | New | Normal | Star Fox Adventures - Missing Audio Cutscene, First Time At Krazoa Palace | | 09/20/2019 07:41 PM |
| 11861 | Emulator | Emulator Issues | New | Normal | Auto-Adjust Window Size Influenced by Windows UI Scaling | | 09/21/2019 12:17 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 |
| 11886 | Emulator | Emulator Issues | Accepted | Normal | Skylanders: Spyro's Adventure graphical glitches due to Fast Depth Calculation | | 10/25/2019 11:25 PM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|--|----------|---------------------|
| 8966 | Emulator | Emulator Issues | Questionable | Normal | Hotkey configuration is not well documented, or intuitive. | | 11/14/2019 02:04 AM |
| 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 |
| 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 |
| 11947 | Emulator | Emulator Issues | Accepted | Normal | DTM replays unable to handle Wii remotes reconnecting | | 01/10/2020 11:00 PM |
| 11192 | Emulator | Emulator Issues | Questionable | Normal | Steam Input no longer detects when dolphin is running a game | | 01/11/2020 11:16 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 |
| 11927 | Emulator | Emulator Issues | New | Normal | Sonic Colors (All?) - Broken under LLE Audio on game ini | | 01/20/2020 04:14 AM |
| 11677 | Emulator | Emulator Issues | Questionable | Normal | Feature suggestion: Invert c-axis for GameCube adapter | | 02/08/2020 05:12 PM |
| 11838 | Emulator | Emulator Issues | New | Normal | Fails initialize GameCube adapter until after opening configuration dialog | | 02/08/2020 05:26 PM |
| 8062 | Emulator | Emulator Issues | New | Normal | Dolphin-nogui doesn't connect Wiimote properly | | 02/22/2020 04:44 PM |
| 12012 | Emulator | Emulator Issues | New | Normal | Allow mapping of touchscreen relative movements on Android | | 03/14/2020 02:42 PM |
| 12028 | Emulator | Emulator Issues | New | Normal | "Update available" Window Doesn't Remember State | | 03/26/2020 04:22 PM |
| 12033 | Emulator | Emulator Issues | Questionable | Normal | Scan Visor starts scan on something not focused | | 04/02/2020 11:58 PM |
| 11978 | Emulator | Emulator Issues | Accepted | Normal | Nintendo Channel: "System file is corrupted" | | 04/11/2020 01:56 AM |
| 12045 | Emulator | Emulator Issues | New | Normal | Dolphin crashes when stopping emulation during movie recording | | 04/11/2020 04:46 AM |
| 11296 | Emulator | Emulator Issues | Accepted | Low | Various Datel discs - Misidentified Region | | 04/13/2020 08:55 AM |
| 10836 | Emulator | Emulator Issues | New | Normal | Android: Dolphin doesn't remember allowed GameCube Controller | | 04/17/2020 10:45 AM |
| 12063 | Emulator | Emulator Issues | New | Normal | Hover over suggestion for Audio and other menus | | 04/19/2020 11:07 PM |
| 11862 | Emulator | Emulator Issues | New | Normal | DJ Hero hangs when connecting online (works on console) | | 04/22/2020 06:20 AM |
| 12073 | Emulator | Emulator Issues | Accepted | Normal | Feature request - Cropping 16:9 letterboxed games | | 04/25/2020 05:58 PM |
| 12081 | Emulator | Emulator Issues | Accepted | Normal | Game List not showing games after built-in update | | 04/30/2020 05:40 PM |
| 12084 | Emulator | Emulator Issues | New | Normal | [Windows, Vulkan] Screen goes black with MSI Afterburner's overlay on | | 05/03/2020 04:22 AM |
| 12099 | Emulator | Emulator Issues | New | Normal | Dropped inputs from Wiimote+Nunchuck in Muramasa: The Demon Blade | | 05/14/2020 03:39 AM |
| 12082 | Emulator | Emulator Issues | New | Normal | [Linux] Fullscreen functionality does not work in minimalist Xorg instances | | 05/17/2020 08:22 PM |
| 12128 | Emulator | Emulator Issues | New | Normal | Nintendo 64 (GC or Wii VC) Texture Dumping and Texture Replacement | | 06/04/2020 02:49 PM |
| 12131 | Emulator | Emulator Issues | Accepted | Normal | Feature Request: Custom Overscan Option | | 06/05/2020 12:04 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 |
| 11297 | Emulator | Emulator Issues | New | Normal | Dolphin hangs if WASAPI loses Exclusive Mode | | 06/17/2020 12:51 PM |
| 10625 | Emulator | Emulator Issues | New | Normal | When utilizing a Real Wii Remote through the emulated Bluetooth adapter, launching directly into a game with the -e parameter results in a crash | | 07/12/2020 02:51 PM |
| 12192 | Emulator | Emulator Issues | New | Normal | WIKI Installing the Dependencies missing libgl1-mesa-dev | | 07/20/2020 12:13 AM |
| 11984 | Emulator | Emulator Issues | New | Normal | Audio stutter with DPLII and audio stretch | | 07/22/2020 11:54 AM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|---|----------|---------------------|
| 12207 | Emulator | Emulator Issues | New | Normal | [Feature Request] Backup TAS recording file | | 07/27/2020 08:25 PM |
| 12144 | Emulator | Emulator Issues | New | Normal | [Feature Request] Add option to install WADs directly to SD card | | 08/08/2020 05:02 PM |
| 12246 | Emulator | Emulator Issues | New | Normal | Dolphin -d doesn't properly remember hiding the Code view | | 09/06/2020 12:02 PM |
| 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 |
| 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 |
| 12199 | Emulator | Emulator Issues | New | Normal | Sekai no Omoshiro Party Game 1/2 | | 09/11/2020 10:00 AM |
| 12018 | Emulator | Emulator Issues | Accepted | Normal | NetPlay lacks support for IPv6 | | 09/11/2020 03:20 PM |
| 11864 | Emulator | Emulator Issues | Accepted | Normal | Game list glitching after copying game into directory scanned by game list | | 09/11/2020 03:47 PM |
| 11979 | Emulator | Emulator Issues | Accepted | Normal | Wii Message Board not converting image from JPEG to proprietary AJPG format. | | 09/11/2020 04:05 PM |
| 9519 | Emulator | Emulator Issues | Accepted | Normal | Batch game verification | | 09/11/2020 09:15 PM |
| 10567 | Emulator | Emulator Issues | Questionable | Low | [Feature Request] File column should show directory name for extracted games | | 09/11/2020 09:18 PM |
| 12209 | Emulator | Emulator Issues | New | Normal | Amazon Instant Prime [LOVEFiLM] - Channel Display Issues on Wii System Menu. | | 09/12/2020 07:31 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 |
| 11851 | Emulator | Emulator Issues | Accepted | Normal | Visual Controller Test broken with black screen | | 09/12/2020 08:49 AM |
| 11714 | Emulator | Emulator Issues | Accepted | Normal | [D3D12] Graphical Freeze in Pikmin 2 (GC) | | 09/12/2020 09:00 AM |
| 11969 | Emulator | Emulator Issues | Accepted | Normal | FPRF setting cannot be changed after boot | | 09/12/2020 09:37 AM |
| 11786 | Emulator | Emulator Issues | New | Normal | Prince of persia Warrior within - Green flickering bottom line | | 09/12/2020 10:04 AM |
| 12255 | Emulator | Emulator Issues | Accepted | Normal | Android: Blank OSD message box can appear when saving state | | 09/12/2020 01:00 PM |
| 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 |
| 11607 | Emulator | Emulator Issues | Accepted | Normal | Juddering in pre-rendered cutscenes in Battalion Wars | | 09/12/2020 01:53 PM |
| 12230 | Emulator | Emulator Issues | New | Normal | Paper Mario 64 Dumping Garbage and Corrupted Textures | | 09/13/2020 12:34 AM |
| 11643 | Emulator | Emulator Issues | Fix pending | Normal | When using WASAPI, Windows volume does nothing | | 09/13/2020 01:43 AM |
| 12263 | Emulator | Emulator Issues | New | Normal | Debugging GUI being open affects Interpreter Determinism | | 09/16/2020 09:07 AM |
| 11477 | Emulator | Emulator Issues | Questionable | Normal | Thoreau disappearing in Super Paper Mario | | 09/17/2020 09:10 PM |
| 12268 | Emulator | Emulator Issues | New | Normal | Problem using Direct3D11 with Radeon 540x | | 09/20/2020 04:11 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 |
| 10865 | Emulator | Emulator Issues | New | Normal | Super Smash Bros. Brawl: File Patch Code prevents masterpiece games from loading | | 09/29/2020 07:39 PM |
| 7743 | Emulator | Emulator Issues | Accepted | Normal | Various Action Replay Codes and Gecko Codes don't work | | 10/12/2020 03:17 AM |
| 10720 | Emulator | Emulator Issues | New | Normal | Android: Add game-specific button layout profiles to GUI | | 10/24/2020 08:20 AM |
| 12310 | Emulator | Emulator Issues | New | Normal | CMake: more clearly report which libraries are being build from vendored | | 10/31/2020 03:21 PM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|--|----------|---------------------|
| 12311 | Emulator | Emulator Issues | New | Normal | CMake warnings during configuration | | 10/31/2020 03:28 PM |
| 7132 | Emulator | Emulator Issues | Accepted | Normal | Odd timing issues in Conduit 2 | | 11/01/2020 08:07 PM |
| 10034 | Emulator | Emulator Issues | Accepted | Normal | Android lacks game verification | | 11/03/2020 05:52 PM |
| 12320 | Emulator | Emulator Issues | Accepted | Normal | Android: Support exporting Wii save data | | 11/09/2020 09:21 PM |
| 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) | | 11/13/2020 08:51 PM |
| 12334 | Emulator | Emulator Issues | New | Normal | [GC] Unknown opcode errors in Metroid Prime | | 12/07/2020 04:06 PM |
| 12326 | Emulator | Emulator Issues | Questionable | Normal | Internet Channel freezes on some websites | | 12/08/2020 11:07 PM |
| 12298 | Emulator | Emulator Issues | New | Normal | Wallace & Gromit in Project Zoo, graphical glitch when cutscene starts | | 12/10/2020 06:36 PM |
| 12338 | Emulator | Emulator Issues | New | Normal | Error code 109144 on Region Selector or Wii Mail | | 12/11/2020 02:22 AM |
| 12187 | Emulator | Emulator Issues | Fix pending | Normal | Shutdown: Breakpoints pause attempt to shutdown dolphin. | | 12/13/2020 11:22 AM |
| 12357 | Emulator | Emulator Issues | New | Normal | Memory leak and freeze when closing out of an emulation | | 12/24/2020 07:14 AM |
| 12371 | Emulator | Emulator Issues | New | Normal | Loading breakpoints in Dolphin's debugger mode hangs GUI | | 12/31/2020 09:25 PM |
| 12323 | Emulator | Emulator Issues | New | Normal | Wii network not fully emulated | | 01/01/2021 06:35 PM |
| 12325 | Emulator | Emulator Issues | Accepted | Low | "Configure Input" list is incorrect if main input device is not connected | | 01/02/2021 11:09 PM |
| 12147 | Emulator | Emulator Issues | New | Normal | [Android] Stereoscopic 3D only shows one of two images | | 01/03/2021 12:30 AM |
| 11031 | Emulator | Emulator Issues | Questionable | Low | Dolphin refers to Europe as a country. | | 01/15/2021 04:28 AM |
| 11418 | Emulator | Emulator Issues | Accepted | Normal | Timesplitters 2 - Pixel border | | 01/15/2021 04:44 AM |
| 11689 | Emulator | Emulator Issues | New | Normal | Hotkeys not work in dolphin-emu-cli | | 01/17/2021 07:25 PM |
| 5587 | Emulator | Emulator Issues | New | Normal | Per-song/voice audio dumping features please! | | 01/26/2021 03:57 AM |
| 9632 | Emulator | Emulator Issues | New | Normal | Dolphin still opens its main list window even when launching from the command line | | 01/31/2021 03:32 AM |
| 12397 | Emulator | Emulator Issues | New | Low | Android touch controls don't support turntable extension | | 01/31/2021 09:33 AM |
| 12400 | Emulator | Emulator Issues | New | Normal | [Android] Using USB C HDMI+USB Adapter to use real GC controller crashes Dolphin | | 01/31/2021 08:58 PM |
| 12401 | Emulator | Emulator Issues | New | Normal | Dolphin + Android + Dolphin Bar | | 02/09/2021 05:26 PM |
| 10514 | Emulator | Emulator Issues | Accepted | Normal | SDHC read times are very slow | | 02/10/2021 11:15 PM |
| 10963 | Emulator | Emulator Issues | Accepted | Normal | GUN Animation/Music/Crash Issues. | | 02/11/2021 05:40 PM |
| 12342 | Emulator | Emulator Issues | New | Normal | Cannot trigger variable strength motions | | 02/13/2021 09:22 AM |
| 12417 | Emulator | Emulator Issues | Accepted | Normal | Netplay does not import a game's TMD before importing its save data | | 02/14/2021 01:31 PM |
| 11977 | Emulator | Emulator Issues | Accepted | Normal | Tales of Graces crashes attempting to initiate DS communications | | 02/16/2021 12:28 AM |
| 11622 | Emulator | Emulator Issues | Accepted | Normal | TAS playback goes out of sync when choosing different Gamecube port option | | 02/17/2021 08:44 AM |
| 12430 | Emulator | Emulator Issues | New | Normal | [Adreno] Metroid Prime GC X-ray visor not working | | 02/21/2021 09:24 PM |
| 10931 | Emulator | Emulator Issues | Accepted | Normal | Toy Story 3: assert on invalid CP register load | | 03/07/2021 10:01 PM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|--|----------|---------------------|
| 9274 | Emulator | Emulator Issues | New | Normal | Mario Golf (PAL only) suffers black blinking in the menus and matches with OpenGL mode and non-real XFB | | 03/13/2021 08:30 PM |
| 12466 | Emulator | Emulator Issues | New | Normal | Pressing Alt + F4 loads the 4th savestate with the default hotkeys | | 03/31/2021 12:13 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) | | 04/03/2021 04:04 PM |
| 12472 | Emulator | Emulator Issues | New | Normal | Inconsistent crash when attempting to stop emulation | | 04/14/2021 12:45 AM |
| 12485 | Emulator | Emulator Issues | New | Normal | Cheat Codes not activated when software run from Wii Home Menu | | 04/14/2021 01:54 AM |
| 12426 | Emulator | Emulator Issues | Accepted | Normal | Transparent box in top left corner of screen (R2VE01) | | 04/25/2021 12:37 AM |
| 9576 | Emulator | Emulator Issues | New | Low | VERY IMPORTANT: Native Bongos do not sync in netplay | | 04/28/2021 05:05 PM |
| 8354 | Emulator | Emulator Issues | Accepted | Normal | GameCube Service Disc-Hardware Status / Register Test | | 05/11/2021 06:39 AM |
| 12507 | Emulator | Emulator Issues | New | Normal | Dolphin sometimes uses wrong source IP for UDP packets | | 05/16/2021 07:50 AM |
| 9518 | Emulator | Emulator Issues | Accepted | Normal | Rockstar Table Tennis: Weird EFB Copies not clearing issue | | 05/18/2021 01:23 AM |
| 9984 | Emulator | Emulator Issues | New | Normal | Display choice is ignored | | 05/21/2021 10:59 PM |
| 9115 | Emulator | Emulator Issues | Accepted | Low | Dolphin does not remember render window monitor | | 05/22/2021 12:57 AM |
| 8407 | Emulator | Emulator Issues | Accepted | Normal | Temporarily Disable Free-Look when Emu Window is Inactive | | 05/27/2021 05:16 AM |
| 12290 | Emulator | Emulator Issues | Accepted | Normal | "Import Wii Save" fails if game has never been played | | 05/28/2021 11:21 PM |
| 12373 | Emulator | Emulator Issues | Accepted | Normal | Improve handling of Wii saves / titles to avoid Wii NAND filling up | | 05/29/2021 04:39 AM |
| 11652 | Emulator | Emulator Issues | Accepted | Normal | Linux and Mac: Unimplemented Mouse Lock | | 05/29/2021 07:05 PM |
| 12530 | Emulator | Emulator Issues | New | Normal | High Contrast Mode makes every other list entry unreadable in the UI | | 05/30/2021 01:30 AM |
| 9926 | Emulator | Emulator Issues | Accepted | Normal | Movie: Dump frames AND audio into .avi | | 06/02/2021 08:52 PM |
| 12546 | Emulator | Emulator Issues | New | Normal | Multiplayer Wii Controller Profile switching: all controllers map to same player. | | 06/15/2021 01:05 PM |
| 11720 | Emulator | Emulator Issues | New | Normal | Baldur's Gate-Dark Alliance Direct3D 11 player model | | 07/04/2021 07:15 PM |
| 12536 | Emulator | Emulator Issues | Accepted | Normal | Cabela's Big Game Hunter 2012 crashes after first cutszene | | 07/12/2021 01:12 AM |
| 10984 | Emulator | Emulator Issues | Accepted | Normal | Screen position setting has no effect. | | 07/13/2021 01:52 PM |
| 12574 | Emulator | Emulator Issues | Accepted | Normal | Slow Startup for Deadly Creatures | | 07/19/2021 06:34 PM |
| 12584 | Emulator | Emulator Issues | Accepted | Low | Feature Request: Simplify Dolphin's code and remove "SyncGPU" Option. | | 07/19/2021 10:20 PM |
| 12470 | Emulator | Emulator Issues | Accepted | Normal | Performing initial console setup on System Menu 2.0 through 3.0 hangs on a black screen after setting everything up | | 07/19/2021 10:37 PM |
| 11686 | Emulator | Emulator Issues | Accepted | Low | Feature Request: Add Specific Menu for Bongo Configuration | | 07/19/2021 11:53 PM |
| 12122 | Emulator | Emulator Issues | Accepted | Normal | Deprecated gecko cache flush | | 07/20/2021 12:42 AM |
| 12586 | Emulator | Emulator Issues | Accepted | Normal | EXI Timings are too slow master issue | | 07/20/2021 02:42 AM |
| 12577 | Emulator | Emulator Issues | Accepted | Normal | Barnyard - Colored beams of light on Top/left edges of screen | | 07/20/2021 03:05 AM |
| 8793 | Emulator | Emulator Issues | Questionable | Normal | Screenshots for save states | | 07/20/2021 03:41 AM |
| 12461 | Emulator | Emulator Issues | Accepted | Normal | 'Unknown CP register (index) set to (value)' log spam in Mario Golf | | 07/20/2021 03:43 AM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|--|----------|---------------------|
| 8969 | Emulator | Emulator Issues | Questionable | Low | Enhancement: Setting custom titles from GUI | | 07/20/2021 08:10 AM |
| 11986 | Emulator | Emulator Issues | Questionable | Normal | KMode Exception Not Handled in Bluetooth Passthrough mode past Dolphin 5.0-2341 Windows | | 07/20/2021 01:04 PM |
| 9268 | Emulator | Emulator Issues | Accepted | Normal | Super Smash Bros. Brawl custom character Lloyd renders incorrectly | | 07/20/2021 01:27 PM |
| 12512 | Emulator | Emulator Issues | Accepted | Normal | [Feature Request] Make it possible to customize the hardcoded "Open" hotkey. | | 07/25/2021 10:43 AM |
| 12498 | Emulator | Emulator Issues | Accepted | Normal | Syobon Action Wii (Homebrew) Doesn't Work | | 07/25/2021 10:45 AM |
| 11863 | Emulator | Emulator Issues | Accepted | Normal | Graphical issue in Nicktoons Unite! (USA) | | 07/25/2021 04:21 PM |
| 11712 | Emulator | Emulator Issues | Accepted | Normal | When Background Input unchecked, clicking to other windows does not disable input | | 07/25/2021 11:46 PM |
| 11225 | Emulator | Emulator Issues | New | Normal | Request, Debugger: Add searchable notes to memory and code. | | 07/26/2021 12:47 AM |
| 10281 | Emulator | Emulator Issues | Accepted | Normal | Users can tick/enable patches, cheats, etc. from the game properties page while a game is running, but they don't take effect until a restart. | | 07/26/2021 02:10 AM |
| 8694 | Emulator | Emulator Issues | Questionable | Normal | Request: Adding TV-like fullscreen shader | | 08/01/2021 01:18 AM |
| 8037 | Emulator | Emulator Issues | Accepted | Normal | 1080 Snowboarding (VC N64) Requires Accurate icache emulation | | 08/01/2021 02:54 AM |
| 11757 | Emulator | Emulator Issues | Accepted | Normal | Doubutsu no Mori e plus and lack of hardware support regarding gamecube sd cards | | 08/03/2021 12:22 AM |
| 10669 | Emulator | Emulator Issues | Accepted | Normal | Freeze in Gladius | | 08/05/2021 08:47 AM |
| 12613 | Emulator | Emulator Issues | New | Normal | Spider-Man 2 crashes when no memory card is inserted | | 08/05/2021 06:17 PM |
| 12616 | Emulator | Emulator Issues | New | Normal | 2 Games in 1: Nickelodeon SpongeBob Schwammkopf: Der Film + Nickelodeon SpongeBob Schwammkopf: Schlacht um Bikini Bottom hangs when swapping discs | | 08/07/2021 04:50 PM |
| 12562 | Emulator | Emulator Issues | Accepted | Normal | Nintendo Channel - Lettering at channel start is displayed incorrectly | | 08/07/2021 09:02 PM |
| 12249 | Emulator | Emulator Issues | Accepted | Normal | X-Men Legends II: Rise of Apocalypse Unknown Opcodes at Startup | | 08/08/2021 02:05 PM |
| 11228 | Emulator | Emulator Issues | New | Normal | Overlay Flickering and Corruption in Metroid Prime Trilogy (3) | | 08/09/2021 04:44 AM |
| 9680 | Emulator | Emulator Issues | Accepted | Normal | Rayman Arena Cup 1 Round 2 Freeze | | 08/10/2021 10:51 AM |
| 7669 | Emulator | Emulator Issues | Accepted | Normal | The Legend of Zelda: Collector's Edition Majoras Mask random crashes/hangs [cpuTiming] | | 08/10/2021 03:23 PM |
| 12568 | Emulator | Emulator Issues | New | Normal | [Android] Hitting Transparent Area of a Button Cause button get Pressed State | | 08/11/2021 02:27 PM |
| 12626 | Emulator | Emulator Issues | New | Normal | Dolphin can't detect title changes from GameCube IPL to inserted disc | | 08/14/2021 08:18 AM |
| 11953 | Emulator | Emulator Issues | New | Normal | Pink/green lines (Wii) and flashing pink/green screen (GC) in Resident Evil 4. | | 09/05/2021 12:25 PM |
| 12545 | Emulator | Emulator Issues | Accepted | Normal | Thrillville: Off the Rails flickering character textures | | 09/09/2021 06:57 PM |
| 12177 | Emulator | Emulator Issues | New | Normal | Skip Presenting Duplicate Frames causing Some Softlocks | | 09/09/2021 11:37 PM |
| 12658 | Emulator | Emulator Issues | New | Normal | Namco Museum - Galaga Arrangement is a stuttery mess | | 09/11/2021 03:16 AM |
| 12659 | Emulator | Emulator Issues | New | Normal | Game mod crashes on hardware, but not on Dolphin | | 09/11/2021 08:35 AM |
| 12675 | Emulator | Emulator Issues | New | Normal | TAS Input - hotkeys don't work when in-focus | | 09/19/2021 01:32 AM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|--|----------|---------------------|
| 12681 | Emulator | Emulator Issues | New | Normal | Changing the RTC before playing back a DTM causes desyncs | | 09/20/2021 05:31 AM |
| 12666 | Emulator | Emulator Issues | New | Normal | Bink Video decodes incorrectly on some devices | | 09/20/2021 10:34 PM |
| 12688 | Emulator | Emulator Issues | New | Normal | (Feature request) Saving of Dolphin inner windows proportions and positions | | 09/29/2021 03:02 PM |
| 12679 | Emulator | Emulator Issues | Accepted | Normal | When loading a savestate from a movie outside of a movie, incorrect video backend can show up in Graphics Settings | | 10/02/2021 12:25 PM |
| 12677 | Emulator | Emulator Issues | New | Normal | "Confirm on Stop" will repeatedly appear if hitting escape during input recordings | | 10/02/2021 01:03 PM |
| 11606 | Emulator | Emulator Issues | Accepted | Normal | Tool-tips descriptions are wrong (see images) | | 10/03/2021 07:26 PM |
| 12703 | Emulator | Emulator Issues | New | Normal | GPU texture decoding prevents "Arbitrary Mipmap Detection" per-game setting from working (proposing a solution) | | 10/08/2021 07:31 PM |
| 10068 | Emulator | Emulator Issues | New | Normal | Spyro: Enter The Dragonfly - Pupils missing from Sparx in credits | | 10/13/2021 01:39 AM |
| 12726 | Emulator | Emulator Issues | New | Normal | Memory leak on zelda ocarina of time-master quest | | 11/06/2021 11:32 PM |
| 9477 | Emulator | Emulator Issues | New | Normal | Feature Request: Allow the GUI to filter on user-specified tags | | 11/09/2021 07:46 PM |
| 8353 | Emulator | Emulator Issues | Accepted | Normal | GameCube Service Disc-Hardware Status / Clock Speed | | 11/10/2021 05:12 PM |
| 10205 | Emulator | Emulator Issues | New | Normal | Sound suffering from cracks since 3345 | | 11/12/2021 07:28 PM |
| 12733 | Emulator | Emulator Issues | New | Normal | Mario Super Sluggers - Textures Dump Incorrectly | | 11/13/2021 12:11 AM |
| 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) | | 11/20/2021 07:34 PM |
| 10694 | Emulator | Emulator Issues | New | Normal | Hollywood Squares Seams | | 11/22/2021 01:17 PM |
| 12286 | Emulator | Emulator Issues | New | Normal | Ed, Edd n Eddy screenshots have black bar at bottom of screen on OpenGL | | 11/23/2021 01:53 AM |
| 12615 | Emulator | Emulator Issues | Accepted | Normal | Speed Challenge: Jacques Villeneuve's Racing Vision Hangs | | 11/26/2021 08:06 AM |
| 9038 | Emulator | Emulator Issues | Accepted | Normal | Heavy Fire Black Arms not working. | | 12/02/2021 02:34 PM |
| 12768 | Emulator | Emulator Issues | Accepted | Normal | Resident Evil 3 - First Door Cutscene takes hangs for ~90 seconds. | | 12/22/2021 12:05 AM |
| 12770 | Emulator | Emulator Issues | New | Normal | GUI - GameINI Setting AA Is Not Displayed in GUI | | 12/22/2021 08:12 PM |
| 12769 | Emulator | Emulator Issues | Accepted | Normal | Problems with minigames video in Mario Party 8 | | 12/22/2021 09:23 PM |
| 12772 | Emulator | Emulator Issues | New | Normal | Harry Potter and the Prisoner of Azkaban FMV issue | | 12/22/2021 10:33 PM |
| 11584 | Emulator | Emulator Issues | New | Normal | macOS update system cannot set which files have executable bit | | 12/23/2021 06:07 PM |
| 12775 | Emulator | Emulator Issues | New | Normal | Discord Activity should be swapped to using URL in largelImageKey | | 12/26/2021 12:12 AM |
| 11088 | Emulator | Emulator Issues | Accepted | Normal | Super Smash Bros. (VC) - Ridiculous RAM Usage | | 12/28/2021 07:58 AM |
| 11415 | Emulator | Emulator Issues | Questionable | Normal | Android:Okami drawing screen missing background | | 12/29/2021 03:56 PM |
| 12790 | Emulator | Emulator Issues | New | Normal | Window resizing and mouse clicking issue when using multiple different resolution monitors | | 12/31/2021 05:57 AM |
| 12797 | Emulator | Emulator Issues | New | Normal | NAND Pagefile is broken/unsupported on Wii64/Not64 (Invalid Write, Invalid Read) | | 01/15/2022 05:20 PM |
| 11746 | Emulator | Emulator Issues | Accepted | Normal | Mario Party 4 - Graphic error in the mini-game "Photo Finish" | | 01/18/2022 03:31 AM |
| 12804 | Emulator | Emulator Issues | New | Normal | Timesplitters Future Perfect missing sun lens flare with Vulkan & D3D12 | | 01/19/2022 07:57 PM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|---|----------|---------------------|
| 12811 | Emulator | Emulator Issues | New | Normal | SSX Tricky - Can Display Assert Warning Message | | 01/28/2022 08:51 PM |
| 12576 | Emulator | Emulator Issues | Accepted | Normal | Skyward Sword: Software Renderer produces a more accurate video than any other backend | | 01/30/2022 12:55 PM |
| 12821 | Emulator | Emulator Issues | New | Normal | Star Wars - The Clone Wars - Lightsaber Duels ghosting with EFB Scaling on (incorrect bloom) | | 01/30/2022 11:35 PM |
| 11724 | Emulator | Emulator Issues | Accepted | Normal | Advance Game Port with Cheat Construction Kit hangs after selecting any menu when MMU is enabled | | 02/03/2022 11:22 PM |
| 12839 | Emulator | Emulator Issues | New | Normal | Dolphin Updater looks broken at higher Windows Scaling Settings | | 02/13/2022 07:46 PM |
| 12851 | Emulator | Emulator Issues | New | Normal | Android: Gamepad navigation in EmulationActivity menu does not work in portrait mode | | 02/26/2022 12:41 PM |
| 11672 | Emulator | Emulator Issues | Questionable | Normal | The Sims 2 glitchy top/right borders ingame | | 02/28/2022 12:50 AM |
| 12859 | Emulator | Emulator Issues | New | Normal | When i convert rvz file and make it so resulting filename matches original, dolphin thinks it is the same file. | | 03/08/2022 09:04 PM |
| 12760 | Emulator | Emulator Issues | New | Normal | Suzumiya Haruhi no Heiretsu: Dialogue line skipping | | 03/16/2022 12:45 AM |
| 12870 | Emulator | Emulator Issues | New | Normal | Netplay: Local default fallback region affects autodetected region for homebrew. | | 03/26/2022 03:12 PM |
| 12873 | Emulator | Emulator Issues | New | Normal | Help > Check for Updates relies on the auto update channel | | 04/02/2022 09:29 AM |
| 12888 | Emulator | Emulator Issues | New | Normal | Animal Crossing running slowly on Snapdragon 8 Gen 1 - Android 12 | | 04/17/2022 02:07 PM |
| 12889 | Emulator | Emulator Issues | New | Normal | Deadlock when opening Controllers after ending emulation | | 04/18/2022 04:38 AM |
| 12895 | Emulator | Emulator Issues | Accepted | Normal | Riivolution-replaced disk files always load instantly | | 04/23/2022 05:10 PM |
| 12909 | Emulator | Emulator Issues | New | Normal | File system texture reads reading outside the textures folder. | | 05/13/2022 09:30 PM |
| 12927 | Emulator | Emulator Issues | New | Normal | Unwanted analog input scaling in Dolphin 5.0-16380 | | 05/20/2022 03:33 PM |
| 12929 | Emulator | Emulator Issues | New | Normal | [Feature Request] Customizable currently hardcoded hotkeys | | 05/25/2022 06:00 PM |
| 10754 | Emulator | Emulator Issues | New | Normal | Geist GFX OpCode Error | | 05/30/2022 06:58 AM |
| 12941 | Emulator | Emulator Issues | New | Normal | Phantasy Star Online Episode I&II Plus not being listed in the GUI as Plus | | 06/05/2022 12:38 AM |
| 12857 | Emulator | Emulator Issues | Accepted | Normal | Rhythm Heaven Fever: Air Rally in Remix 3 has a dark line in the sky | | 06/09/2022 07:27 PM |
| 12934 | Emulator | Emulator Issues | Accepted | Normal | Implement VK_EXT_graphics_pipeline_library | | 06/09/2022 07:29 PM |
| 12734 | Emulator | Emulator Issues | New | Normal | GC - Rayman 3: Scaled EFB Copy produces texture and effect duplication | | 06/09/2022 07:43 PM |
| 12781 | Emulator | Emulator Issues | Accepted | Normal | Pokémon Colosseum: Colosseum Battle does not save properly across sessions due to mismatched memory card ID. | | 06/09/2022 09:02 PM |
| 12634 | Emulator | Emulator Issues | Accepted | Normal | Cruis'n - Company Logos Missing before Title Screen | | 06/09/2022 09:11 PM |
| 12937 | Emulator | Emulator Issues | Questionable | Normal | IOS boot times aren't always accurate | | 06/18/2022 10:58 PM |
| 12958 | Emulator | Emulator Issues | New | Low | [Feature Request] Allow sorting of games in grid view | | 06/22/2022 08:05 AM |
| 12960 | Emulator | Emulator Issues | New | Normal | sega_network_information file (used by PSO) does not work correctly with GCI folders. | | 06/23/2022 12:25 AM |
| 12794 | Emulator | Emulator Issues | New | Normal | Crop does not work on taller than 16:9 displays/windows | | 06/30/2022 05:32 PM |

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated |
|-------|----------|-----------------|--------------|----------|---|----------|---------------------|
| 12967 | Emulator | Emulator Issues | Accepted | Normal | Dolphin manpage outdated and/or inconsistent with dolphin-emu --help | | 07/05/2022 12:53 AM |
| 12799 | Emulator | Emulator Issues | Accepted | Normal | Rick Dangerous Wii - Doesn't Boot | | 07/06/2022 10:25 AM |
| 8365 | Emulator | Emulator Issues | Accepted | Normal | GameCube Service Disc-Controller Test "SI:Unknown command (0x43)" error | | 07/08/2022 09:28 PM |
| 12805 | Emulator | Emulator Issues | New | Normal | Titlebar of setting windows sometimes opens outside of screen area | | 07/09/2022 03:08 AM |
| 12976 | Emulator | Emulator Issues | Questionable | Normal | Problem with wireframe mode in Rune factory frontier | | 07/16/2022 04:41 AM |
| 12986 | Emulator | Emulator Issues | New | Normal | Built-in BBA does not work locally | | 07/23/2022 07:43 PM |
| 12988 | Emulator | Emulator Issues | Questionable | Normal | Metal - Lower FPS while disabling 24-bit Color and enabling Per-Pixel Lightning | | 07/25/2022 12:16 AM |
| 12996 | Emulator | Emulator Issues | New | Normal | BBA Tapless - Constant warning messages on console while playing online. | | 07/28/2022 08:33 PM |
| 12997 | Emulator | Emulator Issues | New | Normal | Discord Presence is not working as intended | | 07/30/2022 12:15 PM |
| 12969 | Emulator | Emulator Issues | New | Normal | [depth] Blinking - BEACH SPIKERS (DirectX 11 and DirectX 12) | | 08/04/2022 12:30 PM |
| 11324 | Emulator | Emulator Issues | Accepted | Low | Datel titles (Advance Game Port, MaxPlay, Action Replay) that save to memory cards do not work with GCI Folders | | 08/06/2022 03:03 AM |
| 13010 | Emulator | Emulator Issues | New | Normal | TAS recordings don't play under certain conditions | | 08/13/2022 11:32 AM |
| 12866 | Emulator | Emulator Issues | New | Normal | Klonoa TAS causes game to not boot | | 08/16/2022 08:46 AM |
| 13018 | Emulator | Emulator Issues | Accepted | Normal | Mario Kart 64 (VC) - Certain Tracks run too fast in Multiplayer. | | 08/18/2022 08:08 PM |
| 13023 | Emulator | Emulator Issues | New | Normal | Log Configuration widget width should be limited | | 08/22/2022 01:19 AM |
| 13027 | Emulator | Emulator Issues | New | Normal | Wii Remote crashes Dolphin when switching to 'Real Wii Remote' and/or when re-syncing | | 08/27/2022 03:28 AM |
| 12735 | Emulator | Emulator Issues | New | Normal | Spyro A Hero's Tail Bloom not fully fixed by TEM cache | | 09/03/2022 11:34 AM |
| 12933 | Emulator | Emulator Issues | Accepted | Normal | Bounding Box Slowdown on MoltenVK (macOS) | | 09/08/2022 04:04 AM |
| 12169 | Emulator | Emulator Issues | Accepted | Normal | Allow changing location of GCI and Save State directories | | 09/21/2022 08:31 PM |
| 13030 | Emulator | Emulator Issues | New | Normal | DSU Client - Default gamepad name is blank and confusing | | 09/25/2022 06:50 AM |
| 13008 | Emulator | Emulator Issues | New | Normal | Duplicate controllers due to multiple controller API's | | 09/25/2022 06:58 AM |
| 12949 | Emulator | Emulator Issues | New | Normal | Memory Card Manager is confusing about region specific filenames | | 09/25/2022 07:23 AM |
| 12956 | Emulator | Emulator Issues | New | Normal | GC adapter uses incorrect controller origin | | 09/25/2022 07:37 AM |
| 13059 | Emulator | Emulator Issues | New | Normal | Transition effects missing [No More Heroes 2] | | 09/29/2022 08:24 PM |

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