

## Issues

| #     | Project  | Tracker         | Status       | Priority | Subject   | Assignee   | Updated             |
|-------|----------|-----------------|--------------|----------|---|------------|---------------------|
| 8044  | Emulator | Emulator Issues | Accepted     | Normal   | Stair-casing (scaling artefact) since 4.0-4824  | Armada     | 01/01/2015 09:16 PM |
| 8569  | Emulator | Emulator Issues | Accepted     | Normal   | One Piece: Grand Adventure has severe 3D issues   | Armada     | 05/18/2015 03:18 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 |
| 9277  | Emulator | Emulator Issues | Accepted     | Normal   | Spyro A Hero's Tail - Underwater Blur Emulated Incorrectly  | Armada     | 02/21/2016 01:41 AM |
| 9373  | Emulator | Emulator Issues | New          | Normal   | Depth issues on Mario Kart Double Dash  | Armada     | 03/13/2021 08:42 PM |
| 9696  | Emulator | Emulator Issues | New          | Normal   | Support Full SBS 3D output.   | Armada     | 08/11/2017 10:44 AM |
| 9827  | Emulator | Emulator Issues | New          | Normal   | [D3D] Xenoblade Chronicles - Depth Fighting   | Armada     | 10/12/2016 03:16 AM |
| 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 |
| 4411  | Emulator | Emulator Issues | Accepted     | Normal   | Texture dump monitoring   | Billiard26 | 03/30/2019 02:06 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 |
| 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 |
| 9391  | Emulator | Emulator Issues | Accepted     | Normal   | Controller Profile naming doesn't filter out characters with special meanings   | Billiard26 | 01/24/2019 12:35 AM |
| 10001 | Emulator | Emulator Issues | Work started | Normal   | Wiimote input for the Dolphin GUI   | Billiard26 | 03/24/2019 12:50 PM |
| 10242 | Emulator | Emulator Issues | Work started | Normal   | [Feature Request] Extend relative input functionality to rotation/push-pull movements                                       | Billiard26 | 01/24/2019 12:57 AM |
| 11019 | Emulator | Emulator Issues | Work started | Normal   | QT control customization pane missing features and regression from WX   | Billiard26 | 01/11/2019 01:09 AM |
| 11400 | Emulator | Emulator Issues | Work started | Normal   | Dolphin trimming Xbox 360 dinput devices  | Billiard26 | 12/17/2018 09:28 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 |
| 11873 | Emulator | Emulator Issues | Accepted     | Normal   | Attempting to calibrate mouse cursor inputs is confusing  | Billiard26 | 10/03/2019 08:05 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 |
| 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 |
| 12077 | Emulator | Emulator Issues | Accepted     | Normal   | DSU Client: Emulated Pointer Moves Up and Down After Continued Play   | Billiard26 | 10/22/2020 08:43 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 |
| 12254 | Emulator | Emulator Issues | Accepted     | Normal   | Widescreen Heuristic Mega-Issue   | Billiard26 | 05/05/2021 04:54 PM |
| 12355 | Emulator | Emulator Issues | Accepted     | Urgent   | Real Wii Remote / Wiimote - Cursor / Pointer Lagging and Stuttering with Speaker Data Disabled in Mario Galaxy 1 & 2 et al. | Billiard26 | 04/28/2021 12:41 AM |
| 12369 | Emulator | Emulator Issues | Accepted     | Normal   | Program crashes upon opening Emulated Wii Remote Configuration with complex settings while a game is running                | Billiard26 | 04/27/2021 01:08 AM |
| 12422 | Emulator | Emulator Issues | Accepted     | High     | Dolphin bar issues  | Billiard26 | 03/18/2021 08:06 PM |

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| 6728  | Emulator | Emulator Issues | Accepted     | Normal   | GameCube Peripherals (VBAM, Bongos, etc) are unsupported in Netplay   | comexk    | 10/13/2013 08:40 AM |
| 8655  | Emulator | Emulator Issues | Accepted     | Normal   | Record Netplay Input Desyncs when Played Back   | comexk    | 06/08/2015 06:50 AM |
| 6456  | Emulator | Emulator Issues | Accepted     | Normal   | Properly implement InitBackendInfo in OpenGL  | degasus   | 08/06/2013 11:55 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 |
| 9245  | Emulator | Emulator Issues | New          | Normal   | some Textures dumped from Timesplitters Future Perfect broken   | degasus   | 06/06/2018 10:07 AM |
| 9342  | Emulator | Emulator Issues | Accepted     | Normal   | [GC] Resident Evil Characters invisible   | degasus   | 08/11/2017 08:32 AM |
| 9845  | Emulator | Emulator Issues | Accepted     | Normal   | Rogue squadron Rebel strike broken, FIFO overflow and unknown opcodes   | degasus   | 12/13/2016 04:37 PM |
| 10176 | Emulator | Emulator Issues | Accepted     | High     | crash in Need for Speed Most Wanted   | degasus   | 04/30/2017 06:34 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 |
| 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 |
| 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 |
| 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 |
| 6489  | Emulator | Emulator Issues | Accepted     | High     | Write some documentation about the Windows symbol server  | delroth   | 08/13/2013 02:21 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   | 12/23/2014 08:27 PM |
| 8034  | Emulator | Emulator Issues | Accepted     | Normal   | [NZHLE] No Echo in Mario Kart: Double Dash  | delroth   | 10/28/2020 07:25 PM |
| 8855  | Emulator | Emulator Issues | Accepted     | Normal   | [NZHLE] Pikmin 2 Save Sound too low pitched   | delroth   | 06/08/2019 10:13 PM |
| 9370  | Emulator | Emulator Issues | Work started | Normal   | Update DTM Header to reflect sync changes   | Fog       | 02/26/2016 01:29 AM |
| 11141 | Emulator | Emulator Issues | New          | Normal   | Resulting Files from Video Dumping Have Very Low Compatibility  | Fog       | 03/19/2019 05:49 AM |
| 9927  | Emulator | Emulator Issues | Accepted     | Normal   | Add hotkeys for dumping frames and audio  | Helios    | 09/12/2020 07:01 PM |
| 9985  | Emulator | Emulator Issues | Accepted     | Normal   | DSP: fall back to LLE instead of assuming AX  | Helios    | 01/29/2017 06:59 PM |
| 9148  | Emulator | Emulator Issues | Accepted     | Normal   | Create testing plans/checklists for basic Dolphin features  | JMC4789   | 06/02/2016 11:04 PM |
| 10698 | Emulator | Emulator Issues | New          | Normal   | Invalid read error. Zelda Skyward Sword. dolphin crash  | JMC4789   | 03/20/2019 11:44 AM |
| 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 |
| 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 |
| 12339 | Emulator | Emulator Issues | Accepted     | Normal   | Interactive Multi Game Demo Disc v35: Bounding Box Issue  | JosJuice  | 12/19/2020 05:20 PM |
| 12412 | Emulator | Emulator Issues | New          | High     | Emulated Wiimote tilt is incorrect since 5.0-11301  | JosJuice  | 02/12/2021 12:57 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 |

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| 10128 | Emulator | Emulator Issues | Accepted     | Normal   | Just Dance 2/3/4 issues with multiple DLC songs  | leoetlino     | 01/10/2020 01:57 AM |
| 10983 | Emulator | Emulator Issues | Questionable | Normal   | Region Select: error code 109144   | leoetlino     | 05/23/2018 04:13 AM |
| 12346 | Emulator | Emulator Issues | New          | Normal   | Mouse Stutters with Dolphin Open   | leoetlino     | 04/10/2021 01:42 AM |
| 9307  | Emulator | Emulator Issues | Accepted     | Normal   | (Jit64) crset op doesn't properly set SO/GT/LT flags"  | Lioncash      | 05/23/2018 09:10 PM |
| 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 |
| 6656  | Emulator | Emulator Issues | Accepted     | Normal   | Need 2x versions of resource images  | MayImilae     | 03/04/2017 03:22 AM |
| 10647 | Emulator | Emulator Issues | New          | Normal   | OS X - Steelseries Nimbus Controller buttons are not working                                       | MayImilae     | 03/25/2019 10:40 PM |
| 10980 | Emulator | Emulator Issues | Questionable | Normal   | Add a hotkey to start the emulated console. (POWER button)   | MayImilae     | 02/22/2020 04:50 PM |
| 11168 | Emulator | Emulator Issues | Questionable | Normal   | Qt (macOS): Label text for menu bar buttons doesn't use system font                                | MayImilae     | 07/05/2018 06:58 PM |
| 11602 | Emulator | Emulator Issues | Questionable | Normal   | (MacOS) No visuals   | MayImilae     | 04/14/2019 08:01 PM |
| 11983 | Emulator | Emulator Issues | New          | Normal   | Exclusive fullscreen seemingly never implemented on macOS Qt                                       | MayImilae     | 09/12/2020 07:57 AM |
| 5644  | Emulator | Emulator Issues | Work started | Low      | Saving screenshots should not require emulator to be unpaused                                      | NeoBrainX     | 10/06/2012 12:48 AM |
| 9125  | Emulator | Emulator Issues | New          | Normal   | Xenoblade - Incorrect Upscaled Lighting Effects  | phire         | 12/17/2017 06:20 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 |
| 12435 | Emulator | Emulator Issues | Accepted     | High     | Fire Emblem - Path of Radiance Shadows Issue   | pokechu22     | 04/27/2021 12:58 AM |
| 5604  | Emulator | Emulator Issues | Work started | Low      | Wiimote Extensions aren't saved to .dtm files  | rachelbryk    | 05/23/2016 12:04 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 |
| 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 |
| 11371 | Emulator | Emulator Issues | Fix pending  | Normal   | Android - Missing sideways wiimote option  | ryanebola16   | 07/03/2020 05:28 PM |
| 12174 | Emulator | Emulator Issues | Accepted     | Normal   | Port speed limit to new config system  | ryanebola16   | 09/24/2020 09:41 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 |
| 3150  | Emulator | Emulator Issues | Accepted     | Normal   | Add detailed exception report  | sktsqrl       | 08/31/2010 12:19 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 |
| 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 |
| 11718 | Emulator | Emulator Issues | Questionable | Normal   | QT: Rapid screenshots freeze or crash  | spycrab0      | 04/18/2021 11:53 PM |
| 11772 | Emulator | Emulator Issues | New          | Normal   | Dolphin ships curl with hardcoded CA_BUNDLE location   | spycrab0      | 02/22/2020 05:00 PM |
| 5805  | Emulator | Emulator Issues | Work started | Normal   | [Feature Request] Stackable Post-processing shaders  | Stenzek       | 06/29/2018 11:21 PM |
| 10175 | Emulator | Emulator Issues | Accepted     | Normal   | Incorrect lighting in Vulkan on Project Zero 2   | Stenzek       | 04/01/2017 11:05 AM |

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| 10189 | Emulator | Emulator Issues | Questionable | Normal   | GPU texture decoding: wrong colors on videos (linux)   | Stenzek    | 04/06/2019 10:39 AM |
| 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 |
| 10348 | Emulator | Emulator Issues | New          | Normal   | FramebufferManager crash when change internal resolution on Mario Kart Wii   | Stenzek    | 10/07/2017 04:25 PM |
| 10706 | Emulator | Emulator Issues | Accepted     | Normal   | [EFB Copies to Tex/RAM issue] Enter the Matrix Movie Video   | Stenzek    | 02/15/2021 03:18 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 |
| 11156 | Emulator | Emulator Issues | Accepted     | Normal   | Disable EFB2VRAM Copies Breaks Shadows in Super Swing Golf   | Stenzek    | 05/23/2018 04:05 AM |
| 11386 | Emulator | Emulator Issues | New          | Normal   | Super Mario Sunshine stops when using Vulkan Backend   | Stenzek    | 11/15/2018 03:39 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 |
| 11443 | Emulator | Emulator Issues | New          | Normal   | Unscaled EFB copies off center while using 2x IR   | Stenzek    | 12/07/2018 12:46 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 |
| 11458 | Emulator | Emulator Issues | Accepted     | Normal   | Shadow the Hedgehog graphical anomaly: eyelids   | Stenzek    | 11/18/2020 06:12 AM |
| 11464 | Emulator | Emulator Issues | New          | Normal   | Immediately Present XFB + Toggle Load Custom Textures Freeze   | Stenzek    | 12/07/2018 12:34 PM |
| 11674 | Emulator | Emulator Issues | New          | Low      | Vsync broken in Vulkan   | Stenzek    | 05/11/2019 07:44 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 |
| 11782 | Emulator | Emulator Issues | Accepted     | Normal   | New Super Mario Bros. Wii ground disappearing at 2x resolution   | Stenzek    | 07/07/2019 11:41 AM |
| 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 |
| 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 |
| 11898 | Emulator | Emulator Issues | Accepted     | Normal   | Shader compilation UID cache increases in size across Dolphin builds   | Stenzek    | 09/12/2020 11:49 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 |
| 12195 | Emulator | Emulator Issues | New          | Normal   | Mario Kart Wii graphic layering/clipping issue   | Stenzek    | 09/12/2020 07:20 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 |
| 8789  | Emulator | Emulator Issues | Accepted     | Normal   | Hunter: The Reckoning has low framerate @ 100% speed   | Stevoisiak | 10/04/2015 03:40 PM |
| 2163  | Emulator | Emulator Issues | Accepted     | Low      | Implement GameBoy Player device  |            | 01/30/2020 03:07 AM |
| 4335  | Emulator | Emulator Issues | Accepted     | Normal   | Metroid Prime 2 (PAL) Intro Movie Graphics   |            | 05/18/2018 07:18 AM |
| 4564  | Emulator | Emulator Issues | Accepted     | Low      | Lag while running games from DVD.  |            | 12/19/2020 10:55 AM |
| 4709  | Emulator | Emulator Issues | Accepted     | Normal   | Fire Emblem: Radiant Dawn Black Screen   |            | 03/12/2021 11:46 PM |
| 5365  | Emulator | Emulator Issues | Accepted     | Normal   | "Auto adjust Window Size" does not work correctly with "Render to Main Window"   |            | 08/15/2020 01:29 PM |
| 5587  | Emulator | Emulator Issues | New          | Normal   | Per-song/voice audio dumping features please!  |            | 01/26/2021 03:57 AM |
| 5666  | Emulator | Emulator Issues | Accepted     | Normal   | Resident Evil Zero slows down after loading a savestate  |            | 01/28/2021 09:51 PM |
| 5976  | Emulator | Emulator Issues | New          | Normal   | Add ability to choose audio output device.   |            | 11/08/2019 11:49 PM |

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| 6038 | Emulator | Emulator Issues | Accepted     | Low      | Modem Adapter emulation required for Phantasy Star Online Episode I & II Trial Edition            |          | 01/15/2021 07:26 PM |
| 6072 | Emulator | Emulator Issues | New          | Normal   | Allow to change refresh rate on fullscreen mode under X11 multimonitor setups                     |          | 03/08/2013 01:35 AM |
| 6121 | Emulator | Emulator Issues | Questionable | Low      | Steam Overlay Support   |          | 04/20/2019 05:03 PM |
| 6126 | Emulator | Emulator Issues | Accepted     | High     | Write some "Guide to new Dolphin developers" wiki page  |          | 03/20/2013 02:25 AM |
| 6220 | Emulator | Emulator Issues | Accepted     | Normal   | Allow for long game patches loaded from binary files  |          | 06/04/2018 07:35 PM |
| 6537 | Emulator | Emulator Issues | Accepted     | Low      | Make argument parsing consistent between GUI and NoGUI builds                                     |          | 03/24/2021 03:57 PM |
| 6538 | Emulator | Emulator Issues | Accepted     | Low      | Benchmark Mode  |          | 02/11/2018 08:22 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 |
| 6602 | Emulator | Emulator Issues | Accepted     | Low      | There is no way to set Dolphin to run at a particular Window Size within the UI                   |          | 06/24/2016 10:53 AM |
| 6786 | Emulator | Emulator Issues | Accepted     | Normal   | Sonic Riders Zero Gravity Afterburst Effect Sticks on Screen until changing Texture Cache Setting |          | 12/01/2015 07:02 PM |
| 6802 | Emulator | Emulator Issues | Accepted     | Normal   | Skyward Sword - Unnecessary DOF rendering   |          | 11/07/2013 09:44 PM |
| 6840 | Emulator | Emulator Issues | Accepted     | Normal   | Fix locale issues in shaders generators properly  |          | 11/27/2013 05:56 PM |
| 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 |
| 6933 | Emulator | Emulator Issues | Questionable | Normal   | Phantasy Star Online 1 & 2 Plus on GameCube acts like it's being played on a Wii                  |          | 01/07/2014 03:51 AM |
| 7009 | Emulator | Emulator Issues | Accepted     | Normal   | Germany help text in the Graphics Options could be confusing                                      |          | 10/22/2020 08:35 PM |
| 7098 | Emulator | Emulator Issues | Accepted     | Normal   | GBA Connectivity Master Issue   |          | 04/08/2021 10:57 AM |
| 7114 | Emulator | Emulator Issues | Accepted     | Normal   | Tomb Raider: Legend - Water Reflection Texture Bug in Hardware Backends                           |          | 09/05/2016 03:51 PM |
| 7128 | Emulator | Emulator Issues | Accepted     | Low      | Widescreen Hack Currently Performs Poorly   |          | 03/27/2014 07:59 PM |
| 7132 | Emulator | Emulator Issues | Accepted     | Normal   | Odd timing issues in Conduit 2  |          | 11/01/2020 08:07 PM |
| 7134 | Emulator | Emulator Issues | Accepted     | Normal   | Conduit 2 - reflections rendering incorrectly   |          | 04/10/2019 01:57 PM |
| 7143 | Emulator | Emulator Issues | New          | Normal   | DualCore timing issues  |          | 11/16/2020 06:06 PM |
| 7145 | Emulator | Emulator Issues | Accepted     | Normal   | Luigi's Mansion Static in Music Sheets Battle (LLE)   |          | 04/27/2021 12:56 AM |
| 7192 | Emulator | Emulator Issues | Accepted     | Normal   | Ocarina of Time Master Quest "Video Previews" freeze up [cpuTiming]                               |          | 12/02/2016 10:47 AM |
| 7193 | Emulator | Emulator Issues | Accepted     | Normal   | EA Videos are still somewhat broken (Intel/NVIDIA)  |          | 01/04/2019 04:27 PM |
| 7199 | Emulator | Emulator Issues | Accepted     | Normal   | Sonic Mega Collection Blue Sphere has severe screen tearing issues [cpuTiming]                    |          | 04/19/2014 02:49 AM |
| 7219 | Emulator | Emulator Issues | Accepted     | Normal   | 007 Agent Under Fire - Savestate Inaccuracies.  |          | 08/10/2017 09:12 AM |
| 7230 | Emulator | Emulator Issues | Accepted     | Normal   | True Crime New York City Crashes in a Variety of Ways   |          | 03/08/2021 01:11 PM |
| 7234 | Emulator | Emulator Issues | Accepted     | Normal   | Tales of Symphonia (GC) audio stutters on opening video [cpuTiming]                               |          | 01/10/2017 09:17 PM |
| 7249 | Emulator | Emulator Issues | New          | Normal   | Timesplitters 1/2 ( glitchy bottom-right border)  |          | 07/18/2016 05:23 PM |

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| 7254 | Emulator | Emulator Issues | New          | Low      | Feature Request: Switching between Interpreter/JIT/JITIL while a game is running.          |          | 05/02/2014 05:41 PM |
| 7425 | Emulator | Emulator Issues | Accepted     | Normal   | Wii TASing desyncs with saves  |          | 01/23/2016 01:12 PM |
| 7455 | Emulator | Emulator Issues | Accepted     | Low      | dolphin-emu.desktop not localized  |          | 07/06/2014 03:56 PM |
| 7530 | Emulator | Emulator Issues | Accepted     | Low      | D3D11 Exclusive Fullscreen Enhancements  |          | 08/01/2014 12:09 AM |
| 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 |
| 7594 | Emulator | Emulator Issues | Accepted     | Normal   | Super Mario Sunshine, Buggy Sirena Beach with Save States                                  |          | 10/22/2020 08:45 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 |
| 7669 | Emulator | Emulator Issues | Accepted     | Normal   | The Legend of Zelda: Collector's Edition Majoras Mask random crashes/hangs [cpuTiming]     |          | 09/17/2014 11:41 PM |
| 7695 | Emulator | Emulator Issues | New          | Normal   | Rewriting Cheat engine - Simplifying Finding Ram Values                                    |          | 08/18/2017 01:02 AM |
| 7743 | Emulator | Emulator Issues | Accepted     | Normal   | Various Action Replay Codes and Gecko Codes don't work                                     |          | 10/12/2020 03:17 AM |
| 7746 | Emulator | Emulator Issues | Accepted     | Low      | Feature Request: Downsampling Filter   |          | 10/14/2014 10:37 AM |
| 7756 | Emulator | Emulator Issues | Accepted     | Normal   | Configurable Paths   |          | 12/21/2019 12:17 AM |
| 7778 | Emulator | Emulator Issues | Questionable | Normal   | Separate sections for Virtual Console and Channels   |          | 10/22/2014 01:12 AM |
| 7808 | Emulator | Emulator Issues | New          | Normal   | Controller Randomly Disconnecting For Split Second While Recording Input                   |          | 01/27/2019 06:42 PM |
| 7811 | Emulator | Emulator Issues | New          | Normal   | Memory Check Breakpoints Do Not Show Up  |          | 06/24/2016 10:51 AM |
| 7840 | Emulator | Emulator Issues | Accepted     | Normal   | Pre-formatted User INI files   |          | 08/09/2017 12:28 AM |
| 7856 | Emulator | Emulator Issues | Accepted     | Low      | Rock Band 3 - Emulate USB instruments  |          | 02/19/2019 04:11 AM |
| 7880 | Emulator | Emulator Issues | Accepted     | Normal   | Deterministic Dualcore is not 100% compatible with games                                   |          | 11/23/2014 09:24 PM |
| 7886 | Emulator | Emulator Issues | Questionable | Normal   | Dolphin Crashes when trying to use NAS as a "path"   |          | 11/26/2014 04:59 AM |
| 7951 | Emulator | Emulator Issues | Questionable | Normal   | EFB to RAM w/ AF produces incorrect shading visuals in certain scenes (The Last Story)     |          | 12/18/2014 04:43 AM |
| 7955 | Emulator | Emulator Issues | Accepted     | Normal   | Sound unsynced with OpenAL.  |          | 03/04/2019 01:39 AM |
| 7970 | Emulator | Emulator Issues | Accepted     | Normal   | Variable Throttle Limiter  |          | 08/08/2017 09:34 AM |
| 8003 | Emulator | Emulator Issues | Accepted     | Normal   | Mario Kart: Double Dash!! (GC) - Bad graphics credits.                                     |          | 06/05/2019 03:39 PM |
| 8021 | Emulator | Emulator Issues | Work started | Normal   | Feature Request: Live updating memory watch  |          | 08/08/2017 09:06 PM |
| 8037 | Emulator | Emulator Issues | Accepted     | Normal   | 1080 Snowboarding (VC N64) Requires Accurate icache emulation                              |          | 01/08/2021 05:58 PM |
| 8048 | Emulator | Emulator Issues | Accepted     | Normal   | Rogue Squadron 2 and 3, Assertion: Emboss map should have normal                           |          | 01/02/2015 09:21 AM |
| 8054 | Emulator | Emulator Issues | Accepted     | Normal   | SSX Tricky Refuses To Read Memory Card (GCI Folders work)                                  |          | 02/23/2017 08:03 AM |
| 8062 | Emulator | Emulator Issues | New          | Normal   | Dolphin-nogui doesn't connect Wiimote properly   |          | 02/22/2020 04:44 PM |

| #    | Project  | Tracker         | Status       | Priority | Subject  | Assignee | Updated             |
|------|----------|-----------------|--------------|----------|--|----------|---------------------|
| 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 |
| 8104 | Emulator | Emulator Issues | Accepted     | Normal   | Mario Party 5 wiggler capsule issue (unknown opcode)   |          | 09/30/2018 07:24 AM |
| 8124 | Emulator | Emulator Issues | New          | Normal   | Ask to clone the pre-loaded Action Replay codes before editing it?   |          | 01/20/2015 02:10 AM |
| 8134 | Emulator | Emulator Issues | New          | Normal   | Project Zero 2: freeze after loading savestate and removing nunchuk  |          | 12/21/2018 01:07 AM |
| 8175 | Emulator | Emulator Issues | Accepted     | Normal   | Datel Discs Immediately hang on Single Core, intermittently hang on Dualcore                                   |          | 01/03/2018 04:01 AM |
| 8176 | Emulator | Emulator Issues | Accepted     | Normal   | Action Replay hangs after 3 - 4 seconds with a memory card plugged in  |          | 08/08/2017 10:44 AM |
| 8191 | Emulator | Emulator Issues | Questionable | Low      | Find different terminology for "stable"  |          | 01/15/2021 03:58 AM |
| 8199 | Emulator | Emulator Issues | Accepted     | Normal   | The sims freezes with xfb enabled  |          | 01/16/2016 05:34 AM |
| 8200 | Emulator | Emulator Issues | New          | Normal   | Unbalanced audio with OpenAL in a multi-channel environment  |          | 02/05/2015 04:21 AM |
| 8223 | Emulator | Emulator Issues | Accepted     | Low      | Datel AGP requires default exception handlers  |          | 02/13/2015 07:33 PM |
| 8237 | Emulator | Emulator Issues | New          | Normal   | [Feature Request] File path column in game list  |          | 02/17/2015 12:46 PM |
| 8241 | Emulator | Emulator Issues | Questionable | Normal   | Spectrobes Origins Flickering Shadows  |          | 12/29/2018 01:57 PM |
| 8258 | Emulator | Emulator Issues | Accepted     | Normal   | Buildbot doesn't clean directory when files are removed.   |          | 12/27/2017 07:25 PM |
| 8261 | Emulator | Emulator Issues | New          | Normal   | Core/Core/HW/BBA-TAP/TAP_Win32.cpp - GetGUIDs() returns false if it finds any improperly configured connection |          | 02/22/2015 03:27 AM |
| 8272 | Emulator | Emulator Issues | New          | Normal   | Ghosting in LEGO Star Wars - The Complete Saga   |          | 02/24/2015 03:23 PM |
| 8283 | Emulator | Emulator Issues | New          | Normal   | [Feature Request] Ability to upload banners to the main site   |          | 08/15/2017 04:31 AM |
| 8308 | Emulator | Emulator Issues | Accepted     | Normal   | ProjectM custom tracks issues  |          | 03/04/2015 01:15 PM |
| 8313 | Emulator | Emulator Issues | New          | Normal   | Add nearest neighbor/disable texture filtering option  |          | 08/15/2020 05:03 PM |
| 8345 | Emulator | Emulator Issues | New          | Normal   | Add HUD for Volume(?), 3D depth/convergence levels, Freelook speed, and possibly others                        |          | 04/03/2019 09:17 PM |
| 8352 | Emulator | Emulator Issues | Accepted     | Normal   | GameCube Service Disc-Optical Disc Drive   |          | 05/11/2021 05:51 AM |
| 8353 | Emulator | Emulator Issues | Accepted     | Normal   | GameCube Service Disc-Hardware Status / Clock Speed  |          | 05/11/2021 06:54 AM |
| 8354 | Emulator | Emulator Issues | Accepted     | Normal   | GameCube Service Disc-Hardware Status / Register Test  |          | 05/11/2021 06:39 AM |
| 8355 | Emulator | Emulator Issues | Accepted     | Normal   | GameCube Service Disc-Hardware Status / CPU Test   |          | 03/13/2015 03:52 AM |
| 8356 | Emulator | Emulator Issues | Accepted     | Normal   | GameCube Service Disc-Hardware Status / Memory Test  |          | 06/05/2019 04:52 AM |
| 8357 | Emulator | Emulator Issues | Accepted     | Normal   | GameCube Service Disc-Hardware Status / DSP Test   |          | 03/13/2015 03:56 AM |
| 8362 | Emulator | Emulator Issues | Fix pending  | Low      | Make IPL fonts width-compatible  |          | 01/15/2021 05:05 AM |
| 8365 | Emulator | Emulator Issues | Accepted     | Normal   | GameCube Service Disc-Controller Test "SI:Unknown command (0x43)" error  |          | 08/16/2018 04:23 AM |
| 8391 | Emulator | Emulator Issues | New          | Normal   | Add Input Methods to Game List   |          | 03/20/2015 02:53 AM |
| 8407 | Emulator | Emulator Issues | Accepted     | Normal   | Temporarily Disable Free-Look when Emu Window is Inactive  |          | 08/11/2017 01:35 AM |
| 8413 | Emulator | Emulator Issues | New          | Normal   | Per game keybinds would be useful  |          | 03/28/2015 08:43 AM |
| 8420 | Emulator | Emulator Issues | Accepted     | Normal   | Gecko OS issues  |          | 12/25/2018 06:40 PM |

| #    | Project  | Tracker         | Status       | Priority | Subject  | Assignee | Updated             |
|------|----------|-----------------|--------------|----------|--|----------|---------------------|
| 8447 | Emulator | Emulator Issues | Accepted     | Normal   | Some objects render incorrectly in front of each other in (XGRA™ Extreme-G Racing Association™)                |          | 04/09/2015 10:57 PM |
| 8469 | Emulator | Emulator Issues | New          | Normal   | Dolphin conflicting with window managers on Linux  |          | 12/29/2018 02:14 AM |
| 8470 | Emulator | Emulator Issues | Accepted     | Normal   | Enhancement: Custom Cropping   |          | 04/15/2015 06:31 PM |
| 8474 | Emulator | Emulator Issues | Questionable | Normal   | Request: Turn on/off cheats by just checking them.   |          | 04/16/2015 05:02 AM |
| 8503 | Emulator | Emulator Issues | Fix pending  | Normal   | Another Code: R sometimes freezes on the pictures menu, but with music playing/distorted                       |          | 03/29/2016 07:48 PM |
| 8513 | Emulator | Emulator Issues | New          | Normal   | Feature Request: Right-Click GCM Options in the File Drop-Down Menu  |          | 04/26/2015 04:38 AM |
| 8543 | Emulator | Emulator Issues | Accepted     | Low      | Homebrew Channel (non-open source version): crash dolphin on boot  |          | 05/23/2018 09:27 AM |
| 8544 | Emulator | Emulator Issues | Accepted     | Normal   | Input recording desyncs  |          | 05/06/2015 06:11 PM |
| 8557 | Emulator | Emulator Issues | Accepted     | Normal   | Lord of the rings the third age crash using JIT  |          | 01/15/2021 04:05 AM |
| 8587 | Emulator | Emulator Issues | New          | Low      | Video Common dumps things into the global namespace  |          | 05/21/2015 10:42 AM |
| 8606 | Emulator | Emulator Issues | Accepted     | Low      | Mario Party 7: Message Box Seams since tev_fixes_new   |          | 01/27/2021 04:50 PM |
| 8619 | Emulator | Emulator Issues | Accepted     | Low      | Feature Request: Allow the modification of most/all settings per game.   |          | 06/02/2015 09:04 AM |
| 8620 | Emulator | Emulator Issues | New          | Normal   | Main window decreases in height with every restart   |          | 12/29/2018 06:41 PM |
| 8627 | Emulator | Emulator Issues | New          | Normal   | Audio Crackling/Stopping while running Dolphin (All programs)  |          | 06/04/2015 11:41 PM |
| 8686 | Emulator | Emulator Issues | New          | Normal   | TAS Movie playback fails on launch.  |          | 06/14/2015 11:27 PM |
| 8688 | Emulator | Emulator Issues | Questionable | Normal   | Textures missing in Xenoblades Chronicles when using radeonsi  |          | 06/15/2015 08:28 PM |
| 8694 | Emulator | Emulator Issues | Questionable | Normal   | Request: Adding TV-like fullscreen shader  |          | 06/17/2015 09:35 AM |
| 8696 | Emulator | Emulator Issues | Work started | Normal   | A/V Dumping Issues/Suggestions   |          | 07/01/2016 11:47 PM |
| 8710 | Emulator | Emulator Issues | Accepted     | Normal   | Graphics issue (Dots) in Silent Hill Shattered Memories  |          | 08/08/2016 12:44 PM |
| 8721 | Emulator | Emulator Issues | New          | Normal   | Memory checks don't work, or make Dolphin crash  |          | 06/27/2015 01:24 PM |
| 8727 | Emulator | Emulator Issues | New          | Normal   | [Request] Sort games by play frequency   |          | 06/30/2015 06:15 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 |
| 8734 | Emulator | Emulator Issues | Fix pending  | Normal   | Temporary setting overrides from ie. GameINIs can be written to the global configuration on improper shutdown. |          | 08/11/2017 10:12 AM |
| 8741 | Emulator | Emulator Issues | New          | Normal   | Crash when opening the map in Resident Evil  |          | 07/04/2015 04:47 AM |
| 8750 | Emulator | Emulator Issues | Accepted     | Normal   | Pokémon XD: Gale of Darkness HLE DSP inaccuracy  |          | 07/11/2016 09:56 AM |
| 8774 | Emulator | Emulator Issues | New          | Normal   | Scan Visor not scanning properly, unable to scan some objects.   |          | 01/15/2018 05:35 PM |
| 8780 | Emulator | Emulator Issues | Accepted     | Normal   | Corrupt dancers in Just Dance (regression)   |          | 04/28/2020 07:32 PM |
| 8790 | Emulator | Emulator Issues | New          | Normal   | Guitar Hero Warriors of rock constant 1 second freezes   |          | 01/17/2017 03:10 PM |
| 8793 | Emulator | Emulator Issues | New          | Normal   | Screenshots for save states  |          | 07/15/2015 01:29 PM |
| 8852 | Emulator | Emulator Issues | New          | Normal   | Branching controller input for TAS purposes  |          | 08/09/2015 04:36 PM |



| #    | Project  | Tracker         | Status       | Priority | Subject  | Assignee | Updated             |
|------|----------|-----------------|--------------|----------|--|----------|---------------------|
| 8879 | Emulator | Emulator Issues | Questionable | Normal   | Allow only one Game Properties window to be open at a time                                     |          | 09/23/2015 08:47 PM |
| 8880 | Emulator | Emulator Issues | Questionable | Normal   | Add hotkeys to change emulated wiimote extensions  |          | 02/24/2019 08:08 PM |
| 8889 | Emulator | Emulator Issues | New          | Normal   | New menus: View > Show Changed Settings and View > Show Changed Game Settings                  |          | 08/20/2015 07:38 AM |
| 8893 | Emulator | Emulator Issues | New          | Normal   | Update any changes made on virtual SD card to secondary file                                   |          | 11/01/2015 05:40 PM |
| 8899 | Emulator | Emulator Issues | Accepted     | Low      | White dots in game banners   |          | 01/27/2019 07:37 PM |
| 8928 | Emulator | Emulator Issues | Questionable | Normal   | VSync - choose monitor to sync to  |          | 09/17/2015 01:59 AM |
| 8929 | Emulator | Emulator Issues | Accepted     | Normal   | HLE Audio - Smash Bros. Melee announcer's voice sounds different between HLE and LLE audio     |          | 09/29/2015 10:32 AM |
| 8931 | Emulator | Emulator Issues | Questionable | Normal   | Bounding box emulation only works when SSBO is supported                                       |          | 04/17/2021 07:35 PM |
| 8939 | Emulator | Emulator Issues | New          | Low      | Certain swap_RGB_XYZ OpenGL Post-Processing Effects Swap the Wrong Colors                      |          | 09/11/2015 04:34 PM |
| 8940 | Emulator | Emulator Issues | New          | Normal   | Raster Image Quality Options   |          | 10/02/2015 04:42 PM |
| 8941 | Emulator | Emulator Issues | New          | Normal   | Color Consistency - Color Space  |          | 10/30/2015 04:03 PM |
| 8945 | Emulator | Emulator Issues | New          | Normal   | Resident evil the umbrella chronicles incorrect shadows of characters                          |          | 09/25/2015 05:01 AM |
| 8966 | Emulator | Emulator Issues | Questionable | Normal   | Hotkey configuration is not well documented, or intuitive.                                     |          | 11/14/2019 02:04 AM |
| 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 |
| 8969 | Emulator | Emulator Issues | New          | Low      | Enhancement: Setting custom titles from GUI  |          | 09/19/2015 08:06 PM |
| 8973 | Emulator | Emulator Issues | New          | Low      | Dialog boxes appear beneath fullscreen (both OGL and D3D though differently)                   |          | 09/23/2015 08:50 AM |
| 8989 | Emulator | Emulator Issues | New          | Normal   | Using BBA on current daily build causes force close  |          | 04/28/2021 12:26 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 |
| 9024 | Emulator | Emulator Issues | Questionable | Normal   | Add an option to override correct aspect ratio/enable square pixels                            |          | 12/28/2015 08:16 AM |
| 9038 | Emulator | Emulator Issues | Accepted     | Normal   | Heavy Fire Black Arms not working.   |          | 04/11/2021 01:07 AM |
| 9041 | Emulator | Emulator Issues | New          | Normal   | Stereo3D - Artifacts on Right Side when AA is enabled  |          | 10/18/2015 07:52 AM |
| 9053 | Emulator | Emulator Issues | New          | Normal   | Phantasy Star Online Ep. 1 & 2 crashes upon connecting to server                               |          | 10/25/2015 08:07 PM |
| 9070 | Emulator | Emulator Issues | Accepted     | Normal   | The Legend of Zelda: Skyward Sword - Wrong coloring within maps                                |          | 09/13/2020 05:16 PM |
| 9105 | Emulator | Emulator Issues | Questionable | Normal   | Odd blue lines in Wii Sports Resort 'Archery'  |          | 06/20/2019 08:47 PM |
| 9115 | Emulator | Emulator Issues | Accepted     | Low      | Dolphin does not remember render window monitor  |          | 11/28/2015 05:39 PM |
| 9122 | Emulator | Emulator Issues | Accepted     | Normal   | Text rendering issues in Call of Duty: Black Ops   |          | 04/26/2016 10:05 AM |
| 9133 | Emulator | Emulator Issues | New          | Normal   | Monster 4x4: World Circuit Menus Behave Strangely (FPS/VPS Desync)                             |          | 12/02/2015 02:31 AM |
| 9149 | Emulator | Emulator Issues | Questionable | Normal   | Cropping problem with OpenGL in RS3  |          | 12/11/2015 07:26 AM |
| 9164 | Emulator | Emulator Issues | Accepted     | High     | Random crashes caused by a potential memory corruption   |          | 12/16/2015 06:47 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 |

| #    | Project  | Tracker         | Status      | Priority | Subject  | Assignee | Updated             |
|------|----------|-----------------|-------------|----------|--|----------|---------------------|
| 9193 | Emulator | Emulator Issues | New         | Normal   | Dolphin tends to crash & X session becomes unresponsive when returning from fullscreen or when triggering Unity elements while on fullscreen (Ubuntu 15.10)  |          | 12/22/2015 02:56 AM |
| 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 |
| 9203 | Emulator | Emulator Issues | Accepted    | Normal   | Opening Wii Home Menu in Prince of Persia: Rival Swords causes Unknown Opcode (in Single Core too)   |          | 08/11/2017 08:35 AM |
| 9206 | Emulator | Emulator Issues | Accepted    | Normal   | 007: Quantum of Solace - pre main menus run uncapped   |          | 08/03/2018 05:58 AM |
| 9216 | Emulator | Emulator Issues | Accepted    | Normal   | Android: Enabling input overlay causes crash on Shield TV Pro.   |          | 10/23/2017 10:52 PM |
| 9229 | Emulator | Emulator Issues | Accepted    | Normal   | Cannot exit fullscreen on Skylake Core-M with OpenGL (Confirm on Stop behind window)   |          | 09/11/2016 04:27 AM |
| 9230 | Emulator | Emulator Issues | New         | Normal   | [Feature Request] Custom Texture Folder Descriptor   |          | 01/06/2016 02:49 PM |
| 9236 | Emulator | Emulator Issues | Accepted    | Normal   | Avatar: The Burning Earth - FMVs played back incorrectly on D3D/OGL  |          | 08/09/2017 12:42 AM |
| 9261 | Emulator | Emulator Issues | New         | Normal   | Some Menu Button Names Get Cut Off in OSX  |          | 04/19/2021 01:19 AM |
| 9264 | Emulator | Emulator Issues | New         | Normal   | OS X: Main window does not accept keypresses while game is running   |          | 01/16/2016 09:41 AM |
| 9266 | Emulator | Emulator Issues | New         | Normal   | TAS Input Auto-Fire for Gamecube is only available for player 1  |          | 01/16/2016 08:16 AM |
| 9267 | Emulator | Emulator Issues | New         | Normal   | Auto-fire ignores loaded savestate's button state  |          | 01/16/2016 11:20 AM |
| 9268 | Emulator | Emulator Issues | New         | Normal   | Super Smash Bros. Brawl custom character Lloyd renders incorrectly   |          | 03/13/2021 09:36 PM |
| 9272 | Emulator | Emulator Issues | New         | Normal   | Sonic Adventure 2 Battle saving problems   |          | 01/21/2016 12:35 PM |
| 9273 | Emulator | Emulator Issues | Accepted    | High     | Replace stdio usage by IOFile, impement IOFile on top of win32 CreateFile/ReadFile/... on Windows  |          | 01/28/2019 08:31 PM |
| 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 |
| 9286 | Emulator | Emulator Issues | New         | Normal   | AGL is deprecated fully since OS X 10.9  |          | 01/22/2016 03:07 PM |
| 9309 | Emulator | Emulator Issues | New         | Normal   | Aspect Ratio for Wii games via gameini/properties doesn't work   |          | 02/02/2017 07:43 AM |
| 9316 | Emulator | Emulator Issues | New         | Normal   | Dolphin Crashes after save/load states   |          | 08/11/2017 08:34 AM |
| 9325 | Emulator | Emulator Issues | Fix pending | Normal   | Controller overrides analog TAS inputs   |          | 10/08/2016 12:18 AM |
| 9329 | Emulator | Emulator Issues | Accepted    | Normal   | Bully: Scholarship Edition Hangs with Emulated Wiimotes  |          | 04/19/2018 09:53 PM |
| 9339 | Emulator | Emulator Issues | Accepted    | Normal   | Feature Request - String Data Type for Cheat Search  |          | 01/07/2019 12:41 PM |
| 9359 | Emulator | Emulator Issues | Accepted    | Normal   | Mario Kart Double Dash Drifting Bug (Possibly Related to Cheats Hooking In?)   |          | 10/22/2020 07:50 PM |
| 9378 | Emulator | Emulator Issues | New         | Normal   | Ultimate Codes - Animal Crossing Text Issue  |          | 03/01/2016 10:19 AM |
| 9382 | Emulator | Emulator Issues | Accepted    | Normal   | Textures get blurry in new super mario bros when changing IR   |          | 08/18/2017 12:09 AM |
| 9387 | Emulator | Emulator Issues | New         | Normal   | Metroid Prime 2: Echoes (Refraction Effects issues)  |          | 04/12/2018 06:10 AM |
| 9408 | Emulator | Emulator Issues | New         | Normal   | [DX11] The Urbz failed to create texture cache   |          | 03/07/2016 02:09 AM |
| 9410 | Emulator | Emulator Issues | Accepted    | Normal   | Audio Crackling in Homebrew Demo, not present on 4.0.2   |          | 04/27/2016 03:26 AM |

| #    | Project  | Tracker         | Status       | Priority | Subject  | Assignee | Updated             |
|------|----------|-----------------|--------------|----------|--|----------|---------------------|
| 9434 | Emulator | Emulator Issues | New          | Normal   | Headless framedumping doesn't work   |          | 03/17/2016 06:38 PM |
| 9448 | Emulator | Emulator Issues | New          | Normal   | Dual Core FIFO log replay prevents Dolphin from being closed                           |          | 10/03/2017 07:28 AM |
| 9458 | Emulator | Emulator Issues | New          | Normal   | Memcard doesn't work properly when imported during game                                |          | 03/28/2016 07:26 PM |
| 9464 | Emulator | Emulator Issues | Accepted     | Normal   | Sexy Poker - Texture Seams on Opponents  |          | 04/24/2021 02:17 PM |
| 9471 | Emulator | Emulator Issues | New          | Normal   | No properties page for homebrew, can't enable or disable MMU for homebrew              |          | 04/03/2016 12:21 PM |
| 9474 | Emulator | Emulator Issues | Accepted     | Normal   | Transparent Wiimote graphic  |          | 04/06/2016 01:43 AM |
| 9477 | Emulator | Emulator Issues | New          | Normal   | Feature Request: Allow the GUI to filter on user-specified tags                        |          | 04/06/2016 08:08 AM |
| 9497 | Emulator | Emulator Issues | Accepted     | Normal   | Wiimote Settings still leak into Netplay   |          | 05/20/2016 10:57 AM |
| 9517 | Emulator | Emulator Issues | New          | Normal   | Add "Total Games" amount to bottom of the gamelist window                              |          | 05/04/2016 07:33 AM |
| 9518 | Emulator | Emulator Issues | Accepted     | Normal   | Rockstar Table Tennis: Weird EFB Copies not clearing issue                             |          | 08/08/2017 09:26 AM |
| 9519 | Emulator | Emulator Issues | Accepted     | Normal   | Batch game verification  |          | 09/11/2020 09:15 PM |
| 9520 | Emulator | Emulator Issues | New          | Normal   | Disconnecting wiimote crashes dolphin on OS X 10.11.4                                  |          | 05/05/2016 05:51 PM |
| 9521 | Emulator | Emulator Issues | Questionable | Normal   | Debugger unable to follow routines   |          | 12/16/2016 01:17 AM |
| 9522 | Emulator | Emulator Issues | New          | Normal   | TAS input window crashes Dolphin with real GameCube Controller                         |          | 05/06/2016 05:47 AM |
| 9524 | Emulator | Emulator Issues | New          | Normal   | Action Replay code database: Issue with the AR Max ID line                             |          | 05/06/2016 08:16 PM |
| 9528 | Emulator | Emulator Issues | New          | Normal   | Final Fantasy Crystal Chronicles GBA <-> GCN Issue                                     |          | 04/05/2020 03:50 AM |
| 9535 | Emulator | Emulator Issues | Accepted     | Normal   | D3D Crash when speaking to Merlullee in Paper Mario TTYD                               |          | 10/28/2016 09:05 PM |
| 9548 | Emulator | Emulator Issues | New          | Normal   | Dolphin Debug Memory Tab: add auto-refresh option (default off)                        |          | 05/19/2016 04:51 PM |
| 9549 | Emulator | Emulator Issues | Questionable | Normal   | Monster 4x4 Masters Of Metal Graphics  |          | 08/17/2017 09:59 PM |
| 9550 | Emulator | Emulator Issues | Accepted     | Low      | Sub-Categories for AR/Gecko Codes  |          | 05/19/2016 06:11 PM |
| 9576 | Emulator | Emulator Issues | New          | Low      | VERY IMPORTANT: Native Bongos do not sync in netplay                                   |          | 04/28/2021 05:05 PM |
| 9583 | Emulator | Emulator Issues | Questionable | Normal   | Linux : Windowed mode, broken offsets?   |          | 06/04/2016 10:46 AM |
| 9586 | Emulator | Emulator Issues | Questionable | Normal   | Star Fox Adventures rendering artifacts and falling through floor                      |          | 08/09/2017 01:17 AM |
| 9610 | Emulator | Emulator Issues | Accepted     | Normal   | Enter the Matrix - Lighting Issues (OGL/D3D11/Vulkan) Software Works Properly          |          | 05/25/2018 03:07 PM |
| 9612 | Emulator | Emulator Issues | New          | Normal   | Hollywood Squares Texture Seams  |          | 08/31/2016 09:31 AM |
| 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 |
| 9624 | Emulator | Emulator Issues | New          | Normal   | Feature Request - Edit TAS Input Hotkeys   |          | 06/24/2016 07:19 PM |
| 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 |
| 9637 | Emulator | Emulator Issues | New          | Normal   | Feature Request - Ability to lock mouse to screen                                      |          | 06/25/2016 11:42 PM |
| 9638 | Emulator | Emulator Issues | New          | Normal   | Inconsistent input file playback   |          | 07/01/2016 12:21 AM |
| 9650 | Emulator | Emulator Issues | New          | Normal   | Call of Duty: Finest Hour Crash  |          | 06/30/2016 10:11 PM |
| 9672 | Emulator | Emulator Issues | New          | Normal   | Monitor selector in graphics configuration   |          | 07/02/2016 08:21 AM |

| #    | Project  | Tracker         | Status       | Priority | Subject   | Assignee | Updated             |
|------|----------|-----------------|--------------|----------|---|----------|---------------------|
| 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 |
| 9680 | Emulator | Emulator Issues | Accepted     | Normal   | Rayman Arena Cup 1 Round 2 Freeze   |          | 08/11/2017 01:21 AM |
| 9688 | Emulator | Emulator Issues | New          | Normal   | Add default config for named pipe input controllers   |          | 07/09/2016 10:15 PM |
| 9689 | Emulator | Emulator Issues | New          | Normal   | TAS desyncs where DSP settings don't match prior to playback  |          | 07/11/2016 12:52 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 |
| 9692 | Emulator | Emulator Issues | New          | Normal   | Pause on Focus Lost doesn't properly work in Linux  |          | 07/12/2016 09:57 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 |
| 9707 | Emulator | Emulator Issues | Accepted     | Normal   | Controls don't work in Pokemon Colosseum if Port 2 has GBA  |          | 05/25/2018 11:23 AM |
| 9710 | Emulator | Emulator Issues | New          | Normal   | Metoid Prime Crash  |          | 07/24/2016 12:52 PM |
| 9721 | Emulator | Emulator Issues | New          | Normal   | Recording a TAS with LLE + Memory Card causes desyncs   |          | 08/01/2016 01:23 AM |
| 9722 | Emulator | Emulator Issues | New          | Normal   | Using savestates while recording a TAS with LLE can cause desyncs   |          | 07/30/2016 12:09 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 |
| 9749 | Emulator | Emulator Issues | New          | Normal   | After upgrading to Dolphin 5.0, all games show a black screen only  |          | 04/28/2021 05:57 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 |
| 9754 | Emulator | Emulator Issues | New          | Normal   | Wii News Channel Last Updated Time is Zero  |          | 08/17/2016 09:49 PM |
| 9761 | Emulator | Emulator Issues | Accepted     | Normal   | Add Triforce Support  |          | 08/23/2016 12:47 PM |
| 9766 | Emulator | Emulator Issues | New          | Normal   | Mem1 Memory Mirrors Incorrectly Implemented   |          | 09/27/2016 09:48 PM |
| 9768 | Emulator | Emulator Issues | Accepted     | Normal   | Some Wii homebrew are launched under GameCube mode  |          | 12/11/2017 07:57 PM |
| 9769 | Emulator | Emulator Issues | New          | Normal   | [D3D] AMD RX480 driver crash - every game   |          | 04/28/2020 02:40 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 |
| 9801 | Emulator | Emulator Issues | New          | Normal   | PS4 Controller Doesn't Work in Dolphin Emulator on OSX  |          | 02/25/2019 11:05 PM |
| 9802 | Emulator | Emulator Issues | Accepted     | Normal   | Dave Mirra Freestyle BMX 2 - Invalid Opcode Popups are either valid or ignored on console   |          | 12/30/2017 10:59 PM |
| 9809 | Emulator | Emulator Issues | Questionable | Normal   | Paper Mario: The Thousand-Year Door Scaled EFB Copy Inconsistent  |          | 08/08/2017 10:25 AM |
| 9838 | Emulator | Emulator Issues | Questionable | Normal   | Random crashes on D3D11: Skyward Sword  |          | 10/11/2016 08:28 PM |
| 9854 | Emulator | Emulator Issues | New          | Normal   | [Linux] Consider shipping development builds as AppImages   |          | 10/16/2016 01:18 PM |
| 9872 | Emulator | Emulator Issues | New          | Normal   | GUI Thread locks up, button inputs no longer work when you frame advance and savestate with the TAS Input window up                           |          | 11/03/2016 03:45 AM |

| #     | Project  | Tracker         | Status       | Priority | Subject  | Assignee | Updated             |
|-------|----------|-----------------|--------------|----------|--|----------|---------------------|
| 9881  | Emulator | Emulator Issues | Questionable | Normal   | Side-by-side stereoscopic mode on Vulkan/anv/ivb leads to missing geometry on the right side on SSBM |          | 09/30/2019 11:21 PM |
| 9887  | Emulator | Emulator Issues | Accepted     | Normal   | Batman Begins randomly speeds up despite 100% speedlimit   |          | 05/25/2018 02:58 PM |
| 9890  | Emulator | Emulator Issues | Accepted     | Normal   | Frosted Square Distortion in Mario Kart Wii on Vulkan on some tracks, Wii Remote Reminder            |          | 03/29/2021 12:47 AM |
| 9900  | Emulator | Emulator Issues | Questionable | Normal   | Non-TR remotes do not work on Windows 10 with the Dolphin Bar  |          | 09/20/2020 02:16 PM |
| 9903  | Emulator | Emulator Issues | New          | Normal   | HLE_OS::GetStringVA may improperly access host stack   |          | 11/24/2016 02:53 PM |
| 9926  | Emulator | Emulator Issues | Accepted     | Normal   | Movie: Dump frames AND audio into .avi   |          | 08/17/2017 09:48 PM |
| 9961  | Emulator | Emulator Issues | New          | Normal   | Different MemoryCard Issues  |          | 08/05/2017 09:54 PM |
| 9966  | Emulator | Emulator Issues | New          | Normal   | Tow cable is invisible in Lego Star Wars II: The Original Trilogy                                    |          | 08/07/2017 04:25 PM |
| 9974  | Emulator | Emulator Issues | Accepted     | Normal   | Metroid Prime 3: Log Book From Scanning Objects Orange Background                                    |          | 05/14/2018 06:31 PM |
| 9984  | Emulator | Emulator Issues | New          | Normal   | Display choice is ignored  |          | 04/28/2021 06:38 PM |
| 9994  | Emulator | Emulator Issues | Accepted     | Low      | Video: Warning X3578: Output value 'ocol1' is not completely initialized                             |          | 12/27/2016 09:32 AM |
| 10004 | Emulator | Emulator Issues | Questionable | Normal   | HLE error for all iso after importing dolphin Wii nand root to Linux one                             |          | 02/23/2017 06:18 PM |
| 10009 | Emulator | Emulator Issues | New          | Normal   | Memory search result does not start from 0x80000000 in debugger                                      |          | 01/03/2017 11:47 AM |
| 10011 | Emulator | Emulator Issues | New          | Normal   | Keep Window on Top applies when in full-screen mode  |          | 01/03/2017 07:42 PM |
| 10013 | Emulator | Emulator Issues | Accepted     | Normal   | Window resizing issues with Auto Adjust Window Size  |          | 02/11/2017 12:57 PM |
| 10020 | Emulator | Emulator Issues | New          | Normal   | Double Click Emulated CPU Frequency Slider Head to Return it to Default                              |          | 01/24/2019 12:26 AM |
| 10024 | Emulator | Emulator Issues | New          | Normal   | Frame advance is broken with debug Dolphin   |          | 01/07/2017 04:50 PM |
| 10028 | Emulator | Emulator Issues | Questionable | Normal   | [Android: crash when choosing backend for the first time]  |          | 05/10/2020 11:50 AM |
| 10034 | Emulator | Emulator Issues | Accepted     | Normal   | Android lacks game verification  |          | 11/03/2020 05:52 PM |
| 10042 | Emulator | Emulator Issues | New          | Normal   | Wii save manager   |          | 08/12/2017 12:10 PM |
| 10061 | Emulator | Emulator Issues | Questionable | Normal   | "Show VPS" option  |          | 01/29/2017 06:42 PM |
| 10065 | Emulator | Emulator Issues | Questionable | Normal   | Movie playback with Bounding Box games desync on different GFX settings                              |          | 01/30/2017 03:58 PM |
| 10068 | Emulator | Emulator Issues | New          | Normal   | Spyro: Enter The Dragonfly - Pupils missing from Sparx in credits                                    |          | 01/31/2017 04:22 PM |
| 10069 | Emulator | Emulator Issues | New          | Normal   | Sonic Colors: Music Effects Missing on DSP-HLE   |          | 08/11/2017 01:14 AM |
| 10102 | Emulator | Emulator Issues | New          | Normal   | "Copy Address" function in debug mode often doesn't work   |          | 02/15/2017 10:14 PM |
| 10105 | Emulator | Emulator Issues | Questionable | Low      | Android: GPU Debugger  |          | 02/20/2017 11:49 AM |
| 10106 | Emulator | Emulator Issues | Accepted     | Normal   | Feature Request - Different frame/audio dump auto-naming scheme                                      |          | 11/03/2020 05:58 PM |
| 10125 | Emulator | Emulator Issues | New          | Normal   | Wii Music: Software Renderer differences from other backends   |          | 02/27/2017 04:40 AM |
| 10126 | Emulator | Emulator Issues | New          | Normal   | [Feature Request] Support MemoryWatcher/Pipe Input on Windows  |          | 04/23/2017 08:18 AM |
| 10127 | Emulator | Emulator Issues | Accepted     | Low      | [Feature Request] Global switch for "Speed Up Disc Transfer"   |          | 02/28/2017 04:38 PM |
| 10132 | Emulator | Emulator Issues | Fix pending  | Normal   | Breakpoints crash game after stepping  |          | 10/20/2017 05:14 PM |
| 10161 | Emulator | Emulator Issues | Questionable | Normal   | Integrate Command Line Options documentation into Dolphin's Help menu                                |          | 03/21/2017 09:37 PM |

| #     | Project  | Tracker         | Status       | Priority | Subject  | Assignee | Updated             |
|-------|----------|-----------------|--------------|----------|--|----------|---------------------|
| 10163 | Emulator | Emulator Issues | New          | Normal   | [Feature Request] Assigning controller ports during Netplay  |          | 03/23/2017 04:26 PM |
| 10181 | Emulator | Emulator Issues | Accepted     | Normal   | Expose Wavebird as GameCube Controller Option and via Native GameCube Support  |          | 08/08/2017 08:39 AM |
| 10182 | Emulator | Emulator Issues | New          | Normal   | Dolphin crashes Video Drivers in D3D11 when loading 3D graphics  |          | 08/08/2017 09:14 AM |
| 10184 | Emulator | Emulator Issues | New          | Normal   | Wii U Pro controller crash macOS Sierra  |          | 04/05/2017 12:22 AM |
| 10200 | Emulator | Emulator Issues | Accepted     | Normal   | News Channel and other WiiConnect24 titles can't download information  |          | 08/04/2018 07:43 PM |
| 10204 | Emulator | Emulator Issues | New          | Normal   | Blurry line in the top left corner of Spongebob Battle for Bikini bottom.  |          | 04/13/2017 11:02 AM |
| 10205 | Emulator | Emulator Issues | New          | Normal   | Sound suffering from cracks since 3345   |          | 04/16/2017 04:10 AM |
| 10208 | Emulator | Emulator Issues | New          | Normal   | Do not unload things when the Stop button is pressed   |          | 04/13/2017 06:18 PM |
| 10216 | Emulator | Emulator Issues | New          | Normal   | TTYD Pause Screen Vulkan Bug   |          | 04/17/2017 07:38 AM |
| 10218 | Emulator | Emulator Issues | New          | Normal   | TAS Input dialog always on top   |          | 04/17/2017 12:57 PM |
| 10227 | Emulator | Emulator Issues | New          | Normal   | [FEATURE REQUEST]Ability to select fullscreen refresh rate   |          | 04/23/2017 07:03 AM |
| 10233 | Emulator | Emulator Issues | Accepted     | Normal   | Textures on interactive panels broken in Lego Star Wars 2  |          | 12/29/2018 02:47 PM |
| 10237 | Emulator | Emulator Issues | New          | Normal   | Vulkan + fullscreen + vsync = system freeze  |          | 06/06/2017 08:56 AM |
| 10254 | Emulator | Emulator Issues | New          | Normal   | Audio stretching make game music quaver at full speed  |          | 07/25/2020 05:46 PM |
| 10260 | Emulator | Emulator Issues | New          | Normal   | Insert blr and Insert nop sometimes doesn't work   |          | 05/04/2017 01:00 PM |
| 10262 | Emulator | Emulator Issues | Questionable | Normal   | [Mac] Dolphin slows down with external keyboards attached  |          | 05/06/2017 02:26 AM |
| 10269 | Emulator | Emulator Issues | Accepted     | Normal   | Race condition with libogc and IOS reloads   |          | 05/08/2017 10:40 AM |
| 10279 | Emulator | Emulator Issues | New          | Normal   | Include memory editor/viewer in regular Dolphin  |          | 05/14/2017 11:14 AM |
| 10281 | Emulator | Emulator Issues | New          | 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. |          | 05/15/2017 02:53 PM |
| 10312 | Emulator | Emulator Issues | New          | Normal   | VertexManagerBase.cpp:95 E[Video]: Too little remaining index values. Use 32-bit or reset them on flush. (non-fatal)                           |          | 03/26/2020 09:37 PM |
| 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 |
| 10346 | Emulator | Emulator Issues | Accepted     | Normal   | Unnoticed regression in Twilight Princess from tev-fixes-new   |          | 08/11/2017 08:48 AM |
| 10350 | Emulator | Emulator Issues | New          | Normal   | Breakpoints causing different behavior   |          | 06/22/2017 11:03 PM |
| 10352 | Emulator | Emulator Issues | Accepted     | Low      | Pokemon Colosseum and Pokemon XD All Gecko Codes Freeze  |          | 08/11/2017 01:23 PM |
| 10357 | Emulator | Emulator Issues | Accepted     | Normal   | Recording TAS Input does not respect Wii Aspect Ratio settings   |          | 08/11/2017 08:47 AM |
| 10363 | Emulator | Emulator Issues | Questionable | Normal   | Paper Mario TTYD Partner overworld sprite flickering   |          | 08/11/2017 12:49 AM |
| 10368 | Emulator | Emulator Issues | Accepted     | Normal   | Upgrades in King Arthur cause an Unknown Opcode panic  |          | 08/18/2017 11:46 AM |
| 10380 | Emulator | Emulator Issues | New          | Normal   | Render to Main Window interferes with D3D11 ability to enter Exclusive Fullscreen  |          | 07/02/2017 05:17 PM |
| 10383 | Emulator | Emulator Issues | Accepted     | Normal   | Feature Request: Automatic Video Skipping  |          | 07/03/2017 08:25 AM |
| 10392 | Emulator | Emulator Issues | New          | Normal   | Dolphin should inhibit the screen on Linux systems   |          | 09/17/2017 10:37 AM |

| #     | Project  | Tracker         | Status       | Priority | Subject  | Assignee | Updated             |
|-------|----------|-----------------|--------------|----------|--|----------|---------------------|
| 10401 | Emulator | Emulator Issues | New          | Normal   | Crash Nitro Kart Scaling bug   |          | 02/06/2019 05:22 PM |
| 10407 | Emulator | Emulator Issues | Accepted     | Normal   | Input Mapping On Android Lacks Many Functions  |          | 09/11/2020 09:07 PM |
| 10408 | Emulator | Emulator Issues | Fix pending  | Normal   | Mayflash GameCube Controller Adapter doesn't work over usbip   |          | 03/21/2019 05:36 PM |
| 10425 | Emulator | Emulator Issues | Accepted     | Normal   | Star Fox 64 (VC - Masterpiece) Crashes at default Emulated CPU Clock                                       |          | 05/23/2018 09:57 PM |
| 10428 | Emulator | Emulator Issues | New          | Normal   | Pausing with debug enabled breaks memory viewer then crashes games upon resuming.                          |          | 08/02/2017 06:46 PM |
| 10442 | Emulator | Emulator Issues | Accepted     | Normal   | MemoryCard Settings allow user to accidentally set A and B to the same file                                |          | 08/06/2017 08:45 AM |
| 10450 | Emulator | Emulator Issues | Accepted     | Normal   | CPU Clock Override feature fails to work under certain conditions  |          | 10/28/2020 07:16 PM |
| 10452 | Emulator | Emulator Issues | Accepted     | Normal   | Using any of Dolphin's LLE DSP Engines replaces some of Pikmin's random startup noises with a weird noise. |          | 08/11/2017 08:08 AM |
| 10468 | Emulator | Emulator Issues | Accepted     | Normal   | Friend code is always 0000-0000-0000-0000 after formatting the system                                      |          | 08/16/2017 12:35 PM |
| 10472 | Emulator | Emulator Issues | Accepted     | Normal   | Feature Request : Ability to choose location of WFS ffolder  |          | 08/22/2017 10:38 AM |
| 10473 | Emulator | Emulator Issues | Accepted     | Normal   | Dolphin does not support Interlaced Output   |          | 05/27/2018 09:12 PM |
| 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 |
| 10490 | Emulator | Emulator Issues | Accepted     | Normal   | (GJBE5G) Bomberman Jetters does not boot as of 4.0-9154 (PR #3601) (Timing)                                |          | 04/27/2021 01:06 AM |
| 10498 | Emulator | Emulator Issues | New          | Normal   | Misplaced bloom effect in de Blob  |          | 08/25/2017 09:19 AM |
| 10514 | Emulator | Emulator Issues | Accepted     | Normal   | SDHC read times are very slow  |          | 02/10/2021 11:15 PM |
| 10518 | Emulator | Emulator Issues | New          | Normal   | Setting SIDeviceX via commmandline has no effect   |          | 09/03/2017 03:03 PM |
| 10524 | Emulator | Emulator Issues | Accepted     | Normal   | Cheat Search Does not Search MEM2 or MMU Regions   |          | 09/07/2017 02:33 AM |
| 10539 | Emulator | Emulator Issues | Accepted     | Normal   | [Single Core] Splinter Cell: Chaos Theory for GC doesn't load or freezes at start                          |          | 05/23/2018 11:24 AM |
| 10557 | Emulator | Emulator Issues | Accepted     | Normal   | Planet 51 - Invalid reads & writes at start up   |          | 02/22/2021 09:13 PM |
| 10562 | Emulator | Emulator Issues | New          | Normal   | FIFA Street HUD and gameplay glitches  |          | 05/20/2018 04:20 PM |
| 10567 | Emulator | Emulator Issues | Questionable | Low      | [Feature Request] File column should show directory name for extracted games                               |          | 09/11/2020 09:18 PM |
| 10568 | Emulator | Emulator Issues | New          | Normal   | PS3 DualShock 3 controller L2/R2 pressure sensitivity broken on OS X                                       |          | 02/25/2019 11:05 PM |
| 10571 | Emulator | Emulator Issues | New          | Normal   | Kirby's Return to Dreamland - Invalid Instruction?   |          | 05/23/2018 11:36 AM |
| 10575 | Emulator | Emulator Issues | New          | Normal   | Buffy the Vampire Slayer: Chaos Bleeds - Random Speed Ups  |          | 03/29/2021 06:17 AM |
| 10578 | Emulator | Emulator Issues | New          | Normal   | Shader compiler warnings since Ubershaders 2.0 (non-fatal)   |          | 10/12/2017 06:35 AM |
| 10582 | Emulator | Emulator Issues | Accepted     | Normal   | Graphic artifacts in Star Fox: Assault   |          | 04/09/2021 03:42 PM |
| 10592 | Emulator | Emulator Issues | New          | Normal   | Can't delete a Wii Shop account due to invalid Serial Number   |          | 10/19/2017 11:24 PM |
| 10593 | Emulator | Emulator Issues | New          | Normal   | Graphical bugs in Skyward Sword with AMDGPU and Vulkan   |          | 11/15/2017 12:34 PM |
| 10594 | Emulator | Emulator Issues | New          | Normal   | MemoryMap_Setup: Failed finding a memory base  |          | 06/29/2018 11:18 PM |
| 10597 | Emulator | Emulator Issues | New          | Normal   | Breakpoints "Active" and "Function" columns are confusing  |          | 10/20/2017 02:04 PM |
| 10613 | Emulator | Emulator Issues | Accepted     | Normal   | Request: Separate HLE_OS and EXI_DeviceIPL logging   |          | 05/27/2018 04:14 PM |

| #     | Project  | Tracker         | Status       | Priority | Subject  | Assignee | Updated             |
|-------|----------|-----------------|--------------|----------|--|----------|---------------------|
| 10622 | Emulator | Emulator Issues | New          | Low      | Mac: Right shift maps to left shift  |          | 01/24/2019 12:17 AM |
| 10623 | Emulator | Emulator Issues | New          | Normal   | Just Dance 2017 freezes while connecting second wiimote  |          | 05/16/2018 04:42 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 |
| 10631 | Emulator | Emulator Issues | New          | Normal   | Kicking someone in netplay results in a "double-free or corruption"  |          | 11/10/2017 10:18 PM |
| 10645 | Emulator | Emulator Issues | New          | Normal   | Unknown Opcode in Xenoblade Chronicles   |          | 12/09/2017 01:43 AM |
| 10648 | Emulator | Emulator Issues | New          | Normal   | Lego Indiana Jones 2: Grey screen on the 3rd level in Raiders of the Lost Ark  |          | 05/03/2019 01:38 AM |
| 10652 | Emulator | Emulator Issues | New          | Normal   | Full-screen Vulkan swapchains screen bugs at 4K resolution   |          | 01/29/2019 03:46 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 |
| 10668 | Emulator | Emulator Issues | New          | Normal   | Linux - No Right Click Menu For Openbox  |          | 09/14/2019 11:48 AM |
| 10669 | Emulator | Emulator Issues | Accepted     | Normal   | Freeze in Gladius  |          | 07/15/2018 09:57 PM |
| 10682 | Emulator | Emulator Issues | New          | Normal   | Crackling at high audio amplitudes in macOS High Sierra (and maybe earlier)  |          | 12/04/2017 04:52 PM |
| 10693 | Emulator | Emulator Issues | New          | Normal   | Donkey Kong Country Returns – Objects flicker when Store EFB Copies to Texture Only enabled  |          | 05/13/2018 05:48 PM |
| 10694 | Emulator | Emulator Issues | New          | Normal   | Hollywood Squares Seams  |          | 12/10/2017 06:15 AM |
| 10701 | Emulator | Emulator Issues | Accepted     | Low      | Android: Add cheat code-related settings and tabs  |          | 12/15/2017 07:06 AM |
| 10702 | Emulator | Emulator Issues | New          | Normal   | Zatch Bell! Mamodo Fury Plays Incredibly Slow  |          | 03/06/2018 11:41 AM |
| 10704 | Emulator | Emulator Issues | Questionable | Normal   | Kirby 64: The Crystal Shards OpenAL Garbled Audio  |          | 12/05/2020 11:22 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 |
| 10707 | Emulator | Emulator Issues | Accepted     | Normal   | Art of Balance Water Bowl  |          | 12/19/2020 12:39 AM |
| 10720 | Emulator | Emulator Issues | New          | Normal   | Android: Add game-specific button layout profiles to GUI   |          | 10/24/2020 08:20 AM |
| 10724 | Emulator | Emulator Issues | New          | Normal   | Can't find memory card after resuming saved state  |          | 12/25/2018 11:18 PM |
| 10739 | Emulator | Emulator Issues | New          | Normal   | Monster House Freezing   |          | 12/31/2017 08:57 PM |
| 10751 | Emulator | Emulator Issues | New          | Normal   | Nickelodeon Party Blast black borders around text  |          | 12/30/2017 11:23 AM |
| 10753 | Emulator | Emulator Issues | New          | Normal   | Dinotopia: The Sunstone Odyssey Improper Audio   |          | 01/03/2018 02:19 AM |
| 10754 | Emulator | Emulator Issues | New          | Normal   | Geist GFX OpCode Error   |          | 12/31/2017 03:34 AM |
| 10767 | Emulator | Emulator Issues | New          | Normal   | Update debugger views when loading savestates  |          | 01/10/2018 04:41 AM |
| 10773 | Emulator | Emulator Issues | New          | Normal   | Emulator Unable To Create Dolphin Folder On Sd Card  |          | 05/10/2020 01:12 PM |
| 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 |
| 10791 | Emulator | Emulator Issues | Accepted     | Normal   | libogc ucodes aren't implemented in DSPHLE   |          | 09/06/2020 02:48 PM |
| 10792 | Emulator | Emulator Issues | New          | Normal   | Android: Software Renderer is very broken  |          | 02/04/2018 03:30 PM |
| 10795 | Emulator | Emulator Issues | Accepted     | Normal   | Auto aspect ratio glitching since 5.0-5874   |          | 04/28/2021 07:24 PM |



| #     | Project  | Tracker         | Status       | Priority | Subject  | Assignee | Updated             |
|-------|----------|-----------------|--------------|----------|--|----------|---------------------|
| 10800 | Emulator | Emulator Issues | Accepted     | Normal   | Burnout 2 crazy aspect ratio detection post Hybrid XFB   |          | 04/28/2021 07:38 PM |
| 10801 | Emulator | Emulator Issues | Questionable | Normal   | Eternal Darkness slight aspect ratio shift when pausing  |          | 03/23/2019 04:21 AM |
| 10805 | Emulator | Emulator Issues | New          | Low      | Dragon Ball Z Budokai Tenkaichi 2 - Issue with "bloom" effects at higher IR  |          | 03/25/2019 10:21 PM |
| 10814 | Emulator | Emulator Issues | Accepted     | Normal   | ColorZ EFB to RAM Error  |          | 05/23/2018 10:16 AM |
| 10821 | Emulator | Emulator Issues | Accepted     | Normal   | The Daring Game for Girls Hang   |          | 09/12/2020 09:55 AM |
| 10824 | Emulator | Emulator Issues | Questionable | Normal   | Brain Drain Limited Selection Area   |          | 04/13/2021 01:06 AM |
| 10825 | Emulator | Emulator Issues | Accepted     | Normal   | Diatomic Hang  |          | 01/29/2018 04:57 PM |
| 10835 | Emulator | Emulator Issues | New          | Normal   | Dolby Pro Logic II decoding doesn't work on HLE, crackles with Dolphin decoder   |          | 07/28/2020 03:14 PM |
| 10836 | Emulator | Emulator Issues | New          | Normal   | Android: Dolphin doesn't remember allowed GameCube Controller  |          | 04/17/2020 10:45 AM |
| 10852 | Emulator | Emulator Issues | New          | Normal   | OLAND GPU w/ RADV crashing when accessing map in Metroid Prime   |          | 02/14/2018 12:53 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 |
| 10870 | Emulator | Emulator Issues | Questionable | Normal   | Logging: "Failed to read backed up BT.DINF section" (non-fatal)  |          | 12/29/2018 06:29 AM |
| 10877 | Emulator | Emulator Issues | Accepted     | Normal   | RE0 Single-core broken   |          | 12/25/2018 07:10 PM |
| 10878 | Emulator | Emulator Issues | Questionable | Normal   | Paper Mario: The Thousand-Year Door partner depth fighting   |          | 05/23/2018 08:51 PM |
| 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 |
| 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 |

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