

Issues

#	Project	Tracker	Status	Priority	Category	Subject	Assignee	Updated
542	Cemu	Bug	New	Normal	Input	SDL controllers stop moving if disconnected and reconnected	Petergov	07/16/2021 07:19 PM
541	Cemu	Feature requests	New	Normal	Input	Show disconnected controllers as "(disconnected)" on Xinput, and other APIs if possible	Petergov	07/16/2021 06:31 PM
540	Cemu	Feature requests	New	Normal	Input	Give sensible default mappings for some controller APIs	Petergov	07/16/2021 06:25 PM
539	Cemu	Feature requests	New	Normal	Input	Allow more controller APIs to maintain the mapping when tweaking the selected controller	Petergov	07/16/2021 06:06 PM
356	Cemu	Bug	Closed	Normal	General	Cemu will not close in certain instances		06/13/2020 05:56 AM
206	Cemu	Bug	Resolved	Normal	General	Track play time and last played when using "Cemu.exe -g game_path"		11/13/2019 01:36 PM
85	Cemu	Feature requests	Resolved	Normal	UI	Improvements to organization of the graphic packs in the UI	Petergov	07/03/2019 11:53 PM
63	Cemu	Bug	Resolved	Normal	General	Precompiled shaders selection resets itself to auto whenever changed	Petergov	05/31/2019 06:28 PM