Issues

#	Project	Tracker	Status	Priority	Category	Subject	Assignee	Updated
442	Cemu	Bug	Resolved	Normal	UI	Ampersand doesn't show in graphic pack description		04/13/2021 04:29 PM
270	Cemu	Bug	Closed	Normal	Graphic	Shaders are not scaling with version 5 Graphic Packs		02/24/2020 03:53 PM
14	Cemu	Bug	Accepted	Normal	Graphic	Mario Kart 8 - Water Park Position Line Flickering		03/11/2019 09:53 PM
2	Cemu	Bug	New	Normal	Graphic	Sonic Lost World - Rainbow-ish overlay in the distance		04/21/2019 06:43 PM
284	Cemu	Feature requests	Resolved	Normal	Compatibility	Add support for the SD Card		03/27/2020 03:48 AM
226	Cemu	Feature requests	New	Normal	Input	Add option to disable gamepad touch screen input	Petergov	12/16/2019 10:42 PM
160	Cemu	Feature requests	New	Normal	Graphic	Have option to make graphic pack work globally		08/01/2019 03:51 PM
1	Cemu	Feature requests	Closed	Normal	UI	Display game's loading image during shader loading/compilation	Petergov	07/04/2019 12:51 AM