

## Issues

| #   | Project | Tracker | Status      | Priority | Category      | Subject   | Assignee | Updated             |
|-----|---------|---------|-------------|----------|---------------|---|----------|---------------------|
| 2   | Cemu    | Bug     | New         | Normal   | Graphic       | Sonic Lost World - Rainbow-ish overlay in the distance  |          | 04/21/2019 06:43 PM |
| 3   | Cemu    | Bug     | In Progress | Normal   | Compatibility | Floating-point inaccuracies in recompiler   |          | 04/19/2019 09:22 AM |
| 14  | Cemu    | Bug     | Accepted    | Normal   | Graphic       | Mario Kart 8 - Water Park Position Line Flickering  |          | 03/11/2019 09:53 PM |
| 20  | Cemu    | Bug     | New         | Normal   | Compatibility | Cemu 1.15.3 steam link screen freezes   |          | 07/30/2020 07:52 PM |
| 23  | Cemu    | Bug     | New         | Normal   | Compatibility | Wii Party U crashes on before loading gameplay  |          | 07/04/2019 12:43 AM |
| 27  | Cemu    | Bug     | New         | Normal   | Sound         | Dr. Luigi: BGM gets corrupted after ~3 mins   |          | 07/04/2019 12:43 AM |
| 28  | Cemu    | Bug     | New         | Normal   | Graphic       | Bayonetta 2: Missing shadows  |          | 07/04/2019 12:42 AM |
| 29  | Cemu    | Bug     | New         | Normal   | Sound         | Bayonetta 2: Audio is not sync with video during cutscenes  |          | 07/04/2019 12:42 AM |
| 34  | Cemu    | Bug     | New         | Normal   | General       | GFX selection and settings.xml corruption when GFX pack folder is on a different partition (using a link)   |          | 07/04/2019 12:42 AM |
| 41  | Cemu    | Bug     | New         | Normal   | Input         | Rumble not working on Xbox One S Pad connected to Nvidia Shield TV  |          | 07/04/2019 12:41 AM |
| 43  | Cemu    | Bug     | New         | Normal   | Graphic       | visual failures in all games of Taiko no Tatsujin   |          | 04/14/2019 01:18 AM |
| 45  | Cemu    | Bug     | Accepted    | Normal   | Compatibility | Paper Mario Color Splash - always crashes when using megaphone Thing  |          | 07/04/2019 12:40 AM |
| 57  | Cemu    | Bug     | New         | Normal   | Graphic       | Lego Dimensions various lighting issues   |          | 05/05/2019 02:31 PM |
| 77  | Cemu    | Bug     | New         | Normal   | Graphic       | Mii faces not rendering properly in certain games   |          | 06/07/2019 10:31 AM |
| 78  | Cemu    | Bug     | New         | Normal   | Graphic       | N64 VC - Star Fox 64 text jumbles   |          | 06/07/2019 09:47 PM |
| 81  | Cemu    | Bug     | Accepted    | Normal   | Compatibility | Art Academy: Home Studio (Cannot Save Lesson)   |          | 07/03/2019 11:54 PM |
| 88  | Cemu    | Bug     | New         | Normal   | Graphic       | Tokyo Mirage Lighting Issue   |          | 07/03/2019 11:50 PM |
| 89  | Cemu    | Bug     | New         | Normal   | Graphic       | Tokyo Mirage Portraits Missing  |          | 05/20/2020 10:14 AM |
| 91  | Cemu    | Bug     | New         | Normal   | Compatibility | Pac-Man And The Ghostly Adventures 2 - Fails To Boot  |          | 06/17/2019 12:10 PM |
| 92  | Cemu    | Bug     | New         | Normal   | Graphic       | M&S Rio 2016 Splitscreen Graphical Bug  |          | 06/18/2019 04:36 AM |
| 93  | Cemu    | Bug     | New         | Normal   | Graphic       | Pikmin 3 Massive Slowdown when winning splitscreen bingo battle [1.15.8]  |          | 06/19/2019 02:09 AM |
| 97  | Cemu    | Bug     | New         | Normal   | Graphic       | Texture bug in Yoshi's Woolly World   |          | 12/31/2019 08:08 AM |
| 102 | Cemu    | Bug     | New         | Normal   | Compatibility | Currently only JPN version Genei IbunRoku #FE doesn't work/is unable to boot properly due to incompatibility of meta.xml. When booting the game, title bar's text is garbled. |          | 07/03/2019 11:40 PM |
| 105 | Cemu    | Bug     | New         | Normal   | Compatibility | Disney Infinity 3.0 with ToyPad HID not functioning   |          | 07/07/2019 12:58 PM |
| 122 | Cemu    | Bug     | New         | Normal   | General       | Debugger Bug  |          | 07/04/2019 02:33 AM |
| 132 | Cemu    | Bug     | New         | Normal   | General       | Debugger Bug  |          | 07/15/2019 03:12 AM |
| 136 | Cemu    | Bug     | New         | Normal   | Compatibility | Random crash still in ninja gaiden 3  |          | 07/18/2019 07:44 AM |
| 143 | Cemu    | Bug     | New         | Normal   | Graphic       | graphical glitch ornament pokken  |          | 07/15/2019 10:48 AM |
| 153 | Cemu    | Bug     | Accepted    | Normal   | Compatibility | Steam overlay being injected successfully but ignoring hotkeys  |          | 08/23/2019 01:01 PM |
| 154 | Cemu    | Bug     | New         | Normal   | Graphic       | Just Dance 2019 Bugs and Lag  |          | 07/29/2019 04:57 AM |

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| 164 | Cemu    | Bug     | New         | Normal   | Graphic       | CG Flash Screen in ninja gaiden3 & have some corrupted textures  |          | 08/12/2019 02:06 AM |
| 166 | Cemu    | Bug     | New         | Normal   | Graphic       | Xenoblade X broken bloom   |          | 08/28/2021 12:35 AM |
| 171 | Cemu    | Bug     | New         | Normal   | Graphic       | MK8 N64 Rainbow Road Bug   |          | 08/18/2019 07:20 AM |
| 175 | Cemu    | Bug     | In Progress | Normal   | Input         | WGI causes Cemu to fail to fully close; must be closed by using Task Manager > Details                 |          | 04/18/2021 11:02 PM |
| 177 | Cemu    | Bug     | New         | Normal   | Compatibility | Wind Waker HD - Pictoboxed sidequest bugged  |          | 08/24/2019 03:13 AM |
| 184 | Cemu    | Bug     | New         | Normal   | Graphic       | Hyrule Warriors - Flashing Graphics (Epileptic Warning)  |          | 09/02/2019 04:25 PM |
| 187 | Cemu    | Bug     | New         | Normal   | Graphic       | Hyrule Warriors - Menu backgrounds get corrupted after a mission.                                      |          | 09/06/2019 05:21 PM |
| 193 | Cemu    | Bug     | New         | Normal   | Graphic       | Xenoblade Chronicles X Broken Cubemap Reflections  |          | 09/16/2019 08:49 PM |
| 199 | Cemu    | Bug     | New         | Normal   | Compatibility | Donkey Kong Country: Tropical Freeze - "Funky's Fly 'n' Buy" stuck still happens                       |          | 04/10/2021 04:41 PM |
| 211 | Cemu    | Bug     | New         | Normal   | Compatibility | Phineas and Ferb hitbox detection  |          | 11/23/2019 10:36 PM |
| 217 | Cemu    | Bug     | New         | Normal   | General       | Skylanders Superchargers and Skylanders Imaginators online doesn't work                                |          | 12/06/2019 11:26 PM |
| 228 | Cemu    | Bug     | New         | Normal   | Graphic       | [Regression] Nex Remix: Stamp image no longer renders  |          | 12/19/2019 07:38 AM |
| 231 | Cemu    | Bug     | New         | Normal   | Graphic       | Super Smash Bros.: Image Background is too bright in some scenes                                       |          | 12/20/2019 09:31 PM |
| 232 | Cemu    | Bug     | New         | Normal   | Graphic       | Glitch in some segments (Tokyo Mirage Sessions, Vulkan)  |          | 12/21/2019 03:56 PM |
| 242 | Cemu    | Bug     | New         | Normal   | Graphic       | Yoshi's Woolly World - Exploding vertices introduced on 1.15.6   |          | 04/10/2021 04:47 PM |
| 243 | Cemu    | Bug     | New         | Normal   | Graphic       | Yoshi Woolly World: Wool does not render in several locations  |          | 06/06/2020 07:45 PM |
| 253 | Cemu    | Bug     | New         | Normal   | Graphic       | Artifacts at screen edges when upscaling with Vulkan (incorrect texture addressing mode?)              |          | 01/13/2020 08:37 PM |
| 264 | Cemu    | Bug     | New         | Normal   | General       | Bayonetta 2 cutscenes do not match with the audio. Introduction chapter crashes every time.            |          | 01/29/2020 01:18 AM |
| 266 | Cemu    | Bug     | New         | Normal   | UI            | Miscellaneous problems with translation strings  |          | 02/01/2020 01:38 PM |
| 269 | Cemu    | Bug     | New         | Normal   | Sound         | Mario Kart 8: Some sounds underwater are really quiet  |          | 04/11/2021 08:00 PM |
| 272 | Cemu    | Bug     | New         | Normal   | Graphic       | Vulkan: Characters won't render in The Wonder 101  |          | 04/10/2021 05:26 PM |
| 274 | Cemu    | Bug     | New         | Normal   | Graphic       | Zombi U Lights through the walls   |          | 05/03/2022 07:55 PM |
| 281 | Cemu    | Bug     | New         | Normal   | UI            | Debugger R/W Breakpoints are Broken  |          | 04/10/2021 05:42 PM |
| 293 | Cemu    | Bug     | New         | Normal   | Graphic       | "Adventure Time: Finn And Jake Investigations" doesn't render graphics correctly (lights, shadows etc) |          | 04/10/2021 05:46 PM |
| 304 | Cemu    | Bug     | New         | Normal   | Graphic       | Problems in Bicubic&Hermite scaling filters  |          | 04/03/2020 01:24 AM |
| 313 | Cemu    | Bug     | New         | Normal   | Sound         | BGM Glitch on Paper Mario after a battle   |          | 04/18/2020 06:56 PM |
| 314 | Cemu    | Bug     | New         | Normal   | Graphic       | Resolution drops to default (randomly) during play in 'FAST racing NEO'                                |          | 04/16/2020 12:46 PM |
| 315 | Cemu    | Bug     | New         | Normal   | Graphic       | Odd multi-coloured graphics during play in 'FAST racing NEO'   |          | 04/16/2020 12:50 PM |
| 316 | Cemu    | Bug     | New         | Normal   | Sound         | Loud music and sfx in 'FAST racing NEO'  |          | 04/16/2020 12:53 PM |
| 320 | Cemu    | Bug     | New         | Normal   | Compatibility | Load Address PPC instruction   |          | 04/22/2020 06:04 PM |

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| 326 | Cemu    | Bug     | New      | Normal   | Graphic       | Bayonetta 2 Vulkan problems  |          | 04/28/2020 09:13 PM |
| 333 | Cemu    | Bug     | New      | Normal   | General       | Hyrule Warriors Amiibo issues  |          | 04/11/2021 08:26 PM |
| 339 | Cemu    | Bug     | New      | Normal   | Graphic       | White screen while playing Tokyo Mirage Sessions #FE [ASEE01] using Vulkan                 |          | 05/20/2020 10:28 AM |
| 341 | Cemu    | Bug     | New      | Normal   | Compatibility | Octodad: Dadliest Catch Missing wife   |          | 05/20/2020 04:49 PM |
| 346 | Cemu    | Bug     | Accepted | Normal   | Compatibility | Monster Hunter 3 Ultimate Online   |          | 04/11/2021 08:51 PM |
| 350 | Cemu    | Bug     | New      | Normal   | General       | Phineas and Ferb: Quest for Cool Stuff Loading Screen Hardlock                             |          | 05/26/2020 05:15 AM |
| 351 | Cemu    | Bug     | New      | Normal   | Graphic       | Project Zero: Maiden of Black Water - Lighting, flash light beam, mirror rendering, etc.   |          | 04/13/2021 04:23 PM |
| 352 | Cemu    | Bug     | New      | Normal   | General       | Mario & Sonic at the Sochi 2014 Olympic Winter Games                                       |          | 05/27/2020 10:45 AM |
| 355 | Cemu    | Bug     | Accepted | Normal   | Compatibility | Games that cause Cemu to crash immediately on boot.  |          | 04/11/2021 08:56 PM |
| 357 | Cemu    | Bug     | New      | Normal   | Compatibility | Games that only shows a black screen when launched   |          | 01/31/2021 05:36 PM |
| 360 | Cemu    | Bug     | New      | Normal   | Compatibility | Never Alone (Kisima Ingitchuna) crashes when trying to load a savegame.                    |          | 06/02/2020 10:02 PM |
| 362 | Cemu    | Bug     | New      | Normal   | Graphic       | Assassin's Creed III has severe graphic issues   |          | 06/02/2020 10:41 PM |
| 374 | Cemu    | Bug     | New      | Normal   | General       | Bayonetta 2 total crash  |          | 06/15/2020 08:12 PM |
| 380 | Cemu    | Bug     | New      | Normal   | Graphic       | BOTW lighting/shadows has vertical offset  |          | 04/11/2021 09:08 PM |
| 384 | Cemu    | Bug     | New      | Normal   | General       | The Legend of Zelda: The Wind Waker HD Bug   |          | 04/11/2021 09:11 PM |
| 388 | Cemu    | Bug     | New      | Normal   | Compatibility | Just Dance 2016-2017 and 2018 loops on Start Screen  |          | 07/27/2020 12:53 PM |
| 389 | Cemu    | Bug     | New      | Normal   | General       | Mario Kart 8 - Vulkan version 1.20.0c - Crash after a few races                            |          | 04/11/2021 11:39 PM |
| 396 | Cemu    | Bug     | New      | Normal   | Graphic       | Mario and Sonic At The 2016 Rio Olympics Graphic Problems                                  |          | 08/13/2020 01:33 PM |
| 400 | Cemu    | Bug     | New      | Normal   | General       | Title Manager - Import a save when none is present from beforehand.                        |          | 04/11/2021 11:50 PM |
| 402 | Cemu    | Bug     | Accepted | Normal   | Compatibility | Hyrule Historia - Crashes after Boot Splash  |          | 04/12/2021 12:24 AM |
| 405 | Cemu    | Bug     | New      | Normal   | Graphic       | Tokyo Mirage Sessions Broken Geometry (Vulkan)   |          | 08/26/2020 04:03 AM |
| 406 | Cemu    | Bug     | New      | Normal   | General       | Installing System Apps places them in "mlc01\usr\title" instead of "mlc01\sys\title"       |          | 04/12/2021 12:16 AM |
| 412 | Cemu    | Bug     | New      | Normal   | Graphic       | Tokyo Mirage Session - Transparent textures  |          | 09/07/2020 05:06 PM |
| 415 | Cemu    | Bug     | Accepted | Normal   | Compatibility | Project Zero: Maiden of Black Water eShop releases - Stalls on rendered cutscene 3rd drop  |          | 04/13/2021 04:43 PM |
| 416 | Cemu    | Bug     | New      | Normal   | Graphic       | Bayonetta (USA) Vulkan - OGL Specific Graphic bugs list (save included)                    |          | 09/16/2020 01:03 PM |
| 420 | Cemu    | Bug     | New      | Normal   | Compatibility | Just Dance 4 is Unplayable   |          | 10/18/2020 01:15 PM |
| 425 | Cemu    | Bug     | New      | Normal   | Graphic       | Bayonetta 2 Missing/invisible textures   |          | 10/23/2020 02:37 PM |
| 426 | Cemu    | Bug     | New      | Normal   | Graphic       | Paper Mario: Color Splash - Kiwano Temple bug, screen turns gray                           |          | 04/12/2021 12:42 AM |
| 427 | Cemu    | Bug     | New      | Normal   | Compatibility | Super Mario Maker: "Your Best Time" on the bookmark website doesn't update on level clears |          | 04/12/2021 01:05 AM |
| 431 | Cemu    | Bug     | New      | Normal   | Sound         | LEGO Games (detected in several) doesn't mix music/sounds correctly                        |          | 11/06/2020 05:35 PM |
| 435 | Cemu    | Bug     | New      | Normal   | Compatibility | Devil's Third Texture Corruption and low framerate in vulkan                               |          | 11/23/2020 01:04 PM |

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|-----|---------|---------|----------|----------|---------------|---|----------|---------------------|
| 444 | Cemu    | Bug     | Feedback | Normal   | Sound         | Hyrule Warriors sound emulation issue   |          | 05/01/2021 09:49 AM |
| 446 | Cemu    | Bug     | New      | Normal   | Sound         | Super Mario 3D World: Music doesn't sound as it should underwater   |          | 12/14/2020 12:13 PM |
| 447 | Cemu    | Bug     | New      | Normal   | Compatibility | Warriors Orochi 3 Hyper - Loading Screen Crash With Game Update & Graphical Glitches With Version 0 In USA Version            |          | 12/19/2020 01:05 AM |
| 448 | Cemu    | Bug     | New      | Normal   | Compatibility | Pikmin 3 - Random crashes   |          | 12/22/2020 05:20 PM |
| 449 | Cemu    | Bug     | New      | Normal   | Graphic       | Pikmin 3 - Gamepad view corruption  |          | 12/22/2020 05:20 PM |
| 451 | Cemu    | Bug     | New      | Normal   | Sound         | Sound issues in ZombiU  |          | 05/03/2022 07:56 PM |
| 455 | Cemu    | Bug     | New      | Normal   | UI            | Mouse pointer is hidden when fullscreen, i feel hard to emulate Touch with Super Mario 3D World                               |          | 04/16/2021 01:54 PM |
| 456 | Cemu    | Bug     | Feedback | Normal   | Graphic       | Intel iGPU - Mario Kart 8 - Splitscreen - Other player visually glitches out during race.                                     |          | 04/12/2021 01:18 AM |
| 457 | Cemu    | Bug     | New      | Normal   | UI            | Text glitches in Affinity Chart from Xenoblade Chronicles X   |          | 01/12/2021 08:26 PM |
| 460 | Cemu    | Bug     | New      | Normal   | Compatibility | Super Mario Bros crash when playing Super Luigi U DLC   |          | 02/12/2021 05:46 PM |
| 462 | Cemu    | Bug     | New      | Normal   | General       | PC / Driver Crashes in Botw on Navi Cards (RX 5700XT)   |          | 01/18/2021 05:12 PM |
| 463 | Cemu    | Bug     | New      | Normal   | Graphic       | Ninja Gaiden 3 Razor edge USA (graphic bugs)  |          | 01/21/2021 06:29 AM |
| 467 | Cemu    | Bug     | New      | Normal   | General       | Lego Batman 3 unable to overwrite save file   |          | 03/12/2021 01:42 PM |
| 473 | Cemu    | Bug     | New      | Normal   | Graphic       | Mario vs Donkey Kong Tipping Stars graphics and sound bug   |          | 02/06/2021 04:48 PM |
| 478 | Cemu    | Bug     | New      | Normal   | Compatibility | Disney Infinity Compatibility   |          | 03/13/2021 03:38 PM |
| 480 | Cemu    | Bug     | New      | Normal   | Compatibility | Call of Duty Black Ops 2  |          | 02/11/2021 02:35 AM |
| 481 | Cemu    | Bug     | New      | Normal   | General       | Tokyo Mirage Sessions freezes on Cemu 1.22.6c a few seconds after launching the game  |          | 04/10/2021 02:52 PM |
| 487 | Cemu    | Bug     | New      | Normal   | UI            | Paper Mario Color Splash - Waterfall glitch   |          | 04/10/2021 02:49 PM |
| 495 | Cemu    | Bug     | New      | Normal   | Graphic       | Lego Batman 3: Beyond Gotham - Black Screen   |          | 07/30/2021 01:13 PM |
| 496 | Cemu    | Bug     | Accepted | Normal   | General       | Legend of Zelda: Twilight Princess - Black screen on main window, when resizing gamepad window or switching it to full screen |          | 03/15/2021 07:10 PM |
| 499 | Cemu    | Bug     | New      | Normal   | Compatibility | Yakuza - Ryu ga Gotoku 1&2 HD for Wii U freezes after load screen,savegame cannot be overwritten                              |          | 03/15/2021 01:11 PM |
| 503 | Cemu    | Bug     | Accepted | Normal   | Graphic       | Red Trail when swinging in BOTW   |          | 04/02/2021 09:32 AM |
| 505 | Cemu    | Bug     | New      | Normal   | Graphic       | Wii U Home Menu - Black flickering  |          | 04/13/2021 04:56 PM |
| 506 | Cemu    | Bug     | New      | Normal   | General       | Wii U System Settings App - Has a high chance of crashing when opening the TV Settings tab                                    |          | 04/13/2021 04:57 PM |
| 508 | Cemu    | Bug     | New      | Normal   | Graphic       | Paper Mario Color Splash - Blackscreen after turning off Separate Gamepad View  |          | 04/11/2021 11:37 PM |
| 516 | Cemu    | Bug     | New      | Normal   | Compatibility | Fatal Frame / Project Zero 4th drop soft lock eshop   |          | 05/27/2021 12:34 PM |
| 517 | Cemu    | Bug     | New      | Normal   | Graphic       | Mario Tennis: wrong footprint rendering on clay court   |          | 10/10/2021 06:56 PM |
| 518 | Cemu    | Bug     | New      | Normal   | General       | Paper Mario Color Splash - Crash when loading a new area  |          | 05/10/2021 01:30 PM |

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| 523 | Cemu    | Bug     | New         | Normal   | General       | Cemu crashes after selecting character in Tekken Tag Tournament 2  |          | 12/24/2021 04:50 PM |
| 527 | Cemu    | Bug     | New         | Normal   | General       | Sonic & All-Stars Racing Transformed [crashes a lot and has glitched visuals and missing textures and glitched text] |          | 06/12/2021 02:04 AM |
| 530 | Cemu    | Bug     | Accepted    | Normal   | General       | Instruction STHX not supported   |          | 06/11/2021 10:28 PM |
| 532 | Cemu    | Bug     | New         | Normal   | UI            | Twilight Princess HD: Third-person aiming reticle doesn't line up with where shots land                              |          | 06/20/2021 10:37 PM |
| 533 | Cemu    | Bug     | New         | Normal   | Compatibility | Skylanders super chargers and Skylanders imagonators   |          | 06/21/2021 06:27 PM |
| 534 | Cemu    | Bug     | New         | Normal   |               | Intel - Game corruption when display not in fullscreen   |          | 06/22/2021 05:56 PM |
| 538 | Cemu    | Bug     | New         | Normal   | Compatibility | Sonic & All-Stars Racing Transformed Galatic Parade crashing on Nvidia Vulkan  |          | 07/12/2021 03:30 AM |
| 543 | Cemu    | Bug     | New         | Normal   | General       | New Super Mario Bros U DLC (aka New Super Luigi U) crashes a few second into the intro                               |          | 07/17/2021 04:54 PM |
| 549 | Cemu    | Bug     | New         | Normal   | Compatibility | Fatal Frame / Project Zero 12th drop hard lock eshop   |          | 07/27/2021 09:14 AM |
| 552 | Cemu    | Bug     | Accepted    | Normal   | Graphic       | Super Smash Brother Wii u vulkan, broken boxing ring shadows   |          | 07/31/2021 11:21 PM |
| 554 | Cemu    | Bug     | New         | Normal   | Compatibility | Missing Lego Dimensions DLC  |          | 09/01/2021 05:38 PM |
| 558 | Cemu    | Bug     | New         | Normal   | Graphic       | Mario Kart 8 graphical issue on Baby Park/Moo Moo Meadows  |          | 08/15/2021 02:41 PM |
| 559 | Cemu    | Bug     | New         | Normal   | Compatibility | Skylanders Trap Team Portal Audio  |          | 08/16/2021 08:33 PM |
| 560 | Cemu    | Bug     | New         | Normal   | Graphic       | Battle Quest minigame for Nintendoland Issues  |          | 11/09/2021 06:34 AM |
| 563 | Cemu    | Bug     | New         | Normal   |               | Unknown ErrEula always pops up at the same point (Yakuza 1/2 HD Collection)  |          | 08/20/2021 08:30 AM |
| 564 | Cemu    | Bug     | New         | Normal   | Compatibility | Skylanders swap force portal bug still here  |          | 08/20/2021 04:48 PM |
| 568 | Cemu    | Bug     | New         | Normal   | UI            | Playtime not counting  |          | 08/30/2021 07:59 AM |
| 570 | Cemu    | Bug     | New         | Normal   | Graphic       | Many Issues with Skylanders: Swap-Force  |          | 09/05/2021 04:33 AM |
| 573 | Cemu    | Bug     | New         | Normal   | Graphic       | Black screen after few second  |          | 09/08/2021 01:43 PM |
| 576 | Cemu    | Bug     | New         | Normal   | Graphic       | The Legend of Zelda - Breath of the Wild Stasis Rune Glitch  |          | 10/10/2021 06:58 PM |
| 577 | Cemu    | Bug     | New         | Normal   | Graphic       | Captain Toad Treasure Tracker - Coins Galore bonus stages are too bright   |          | 10/03/2021 06:31 PM |
| 578 | Cemu    | Bug     | New         | Normal   | Graphic       | Bayonetta 2 vulkan broken graphics 1.24 / 1.25.5b  |          | 12/26/2021 03:34 PM |
| 579 | Cemu    | Bug     | New         | Normal   | Compatibility | Bayonetta vulkan crash on boot cemu 1.25. (2) (3) (4) (5b)   |          | 10/07/2021 04:23 PM |
| 580 | Cemu    | Bug     | New         | Normal   | Graphic       | Mario Tennis: Ultra Smash  |          | 04/28/2022 07:04 AM |
| 583 | Cemu    | Bug     | New         | Normal   | UI            | Starting games stored on NAS not working through game list   |          | 10/20/2021 02:09 PM |
| 585 | Cemu    | Bug     | New         | Normal   | Graphic       | Bayonetta 2 - Issue with bloom on objects updating only at 30fps   |          | 11/11/2021 03:56 AM |
| 587 | Cemu    | Bug     | New         | Normal   |               | Just Dance 2014 & 2015 DLCS  |          | 11/17/2021 08:19 PM |
| 588 | Cemu    | Bug     | In Progress | Normal   | General       | Cemu not launching when Bins by 1UP industries is running  |          | 11/26/2021 06:06 AM |
| 590 | Cemu    | Bug     | New         | Normal   | General       | Game fails to load when using relative paths   |          | 01/08/2022 09:34 PM |
| 592 | Cemu    | Bug     | New         | Normal   | General       | NEX: Error 0x00000000 in login response, NEX: Error during authentication. (Online Error)                            |          | 12/26/2021 03:33 PM |

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| 597 | Cemu    | Bug     | New    | Normal   | General       | Assassin's Creed 4 - Networking Bug  |          | 01/06/2022 03:33 AM |
| 598 | Cemu    | Bug     | New    | Normal   | General       | Call of Duty - Networking Bug  |          | 01/06/2022 03:38 AM |
| 599 | Cemu    | Bug     | New    | Normal   | Graphic       | Lego City Undercover - Graphics Bug  |          | 03/27/2022 12:34 AM |
| 600 | Cemu    | Bug     | New    | Normal   | Graphic       | Fifa 2013 graphics bugs  |          | 01/06/2022 03:41 AM |
| 601 | Cemu    | Bug     | New    | Normal   | Graphic       | Amazing Spiderman 1 bug  |          | 01/06/2022 03:43 AM |
| 602 | Cemu    | Bug     | New    | Normal   |               | Lego Batman 3 Demo crashes   |          | 01/06/2022 03:47 AM |
| 603 | Cemu    | Bug     | New    | Normal   |               | Spongebob: Plankton's Robotic Revenge  |          | 01/06/2022 03:49 AM |
| 605 | Cemu    | Bug     | New    | Normal   |               | Black Ops 2 - Guest Controller Bugs  |          | 01/06/2022 04:12 AM |
| 606 | Cemu    | Bug     | New    | Normal   |               | Pokken Tournament Demo Graphics bugs   |          | 01/06/2022 04:14 AM |
| 607 | Cemu    | Bug     | New    | Normal   |               | Madden 2013 menu soft-lock   |          | 01/06/2022 04:16 AM |
| 608 | Cemu    | Bug     | New    | Normal   |               | Cemu game profiles can't select graphics API   |          | 01/06/2022 04:46 AM |
| 609 | Cemu    | Bug     | New    | Normal   |               | Transformers Dark Spark - broken in Vulkan, works in OpenGL                                |          | 01/08/2022 01:16 AM |
| 611 | Cemu    | Bug     | New    | Normal   | Compatibility | Tekken tag tournament 2 Crash online Error-Code: 106-0526.                                 |          | 01/13/2022 03:57 PM |
| 616 | Cemu    | Bug     | New    | Normal   |               | DSU Client MotionSource not working  |          | 01/22/2022 05:12 PM |
| 620 | Cemu    | Bug     | New    | Normal   | Sound         | Cemu Exits instantly when No audio output devices are enabled/detected                     |          | 02/12/2022 04:28 PM |
| 624 | Cemu    | Bug     | New    | Normal   | Graphic       | Pokken Tournament red screen during battles  |          | 03/10/2022 12:28 PM |
| 627 | Cemu    | Bug     | New    | Normal   | General       | Skylanders drop reset  |          | 03/14/2022 09:34 PM |
| 630 | Cemu    | Bug     | New    | Normal   | General       | VSync not working in OpenGL  |          | 07/21/2022 12:35 PM |
| 633 | Cemu    | Bug     | New    | Normal   | Compatibility | Skylanders Swap Force Portal Stability and Graphical Glitches                              |          | 04/18/2022 12:56 AM |
| 634 | Cemu    | Bug     | New    | Normal   | General       | Mario VS Donkey kong Tipping stars game crash  |          | 04/21/2022 05:43 PM |
| 635 | Cemu    | Bug     | New    | Normal   | Compatibility | Splatoon Crashing on Vulkan  |          | 05/10/2022 02:59 PM |
| 636 | Cemu    | Bug     | New    | Normal   | Graphic       | Splatoon graphical corruption on OpenGl  |          | 04/22/2022 08:22 AM |
| 638 | Cemu    | Bug     | New    | Normal   | Compatibility | Hyrule Warriors doesn't load when pressing A button on loading screen                      |          | 04/27/2022 10:42 PM |
| 639 | Cemu    | Bug     | New    | Normal   | Compatibility | Yoshi's Woolly World black screen with 1.27.0b   |          | 08/28/2022 04:17 PM |
| 640 | Cemu    | Bug     | New    | Normal   | Sound         | Audio Lag when playing any game on CEMU latest version                                     |          | 04/30/2022 03:36 AM |
| 641 | Cemu    | Bug     | New    | Normal   | Compatibility | ZombiU blackscreen after 1.27.0  |          | 05/03/2022 07:53 PM |
| 645 | Cemu    | Bug     | New    | Normal   | General       | Crash on startup when offline in SteamOS (Steam Deck)                                      |          | 06/04/2022 03:11 AM |
| 646 | Cemu    | Bug     | New    | Normal   |               | Fatal Frame / Project Zero Game Crash when playing cutscene video after updated to v1.26.2 |          | 06/08/2022 01:41 PM |
| 647 | Cemu    | Bug     | New    | Normal   | Compatibility | Cemu/Vulkan no longer works with Steam Overlay   |          | 06/14/2022 01:10 PM |
| 651 | Cemu    | Bug     | New    | Normal   | Graphic       | Twilight Princess HD Steam Deck some text doesn't appear in Vulkan mode                    |          | 07/27/2022 01:56 PM |
| 652 | Cemu    | Bug     | New    | Normal   | Graphic       | [Hyrule Warriors] game lags when theres a camera angle change in game rendered cutscenes   |          | 08/03/2022 08:00 AM |
| 653 | Cemu    | Bug     | New    | Normal   | Graphic       | Art Academy Atelier Graphic Bug when loading saved game                                    |          | 08/04/2022 10:43 PM |

| #   | Project | Tracker          | Status | Priority | Category      | Subject  | Assignee | Updated             |
|-----|---------|------------------|--------|----------|---------------|--|----------|---------------------|
| 656 | Cemu    | Bug              | New    | Normal   | Graphic       | [Wind Waker HD] Lens flare effect is missing   |          | 08/13/2022 08:12 PM |
| 659 | Cemu    | Bug              | New    | Normal   | General       | Online doesn't work  |          | 09/05/2022 04:54 PM |
| 662 | Cemu    | Bug              | New    | Normal   | Sound         | Windows audio settings do not take effect when used with cemu xaudio2 backend.   |          | 09/16/2022 02:32 PM |
| 664 | Cemu    | Bug              | New    | Normal   | General       | DKC: Tropical Paradise - Platforms resetting prematurely   |          | 09/23/2022 01:05 PM |
| 665 | Cemu    | Bug              | New    | Normal   | General       | Breath of the wild freeze at launch screen (Steam deck)  |          | 10/20/2022 12:11 PM |
| 667 | Cemu    | Bug              | New    | Normal   | General       | Crashes after entering specific level in Super Mario 3D World  |          | 12/11/2022 11:23 AM |
| 668 | Cemu    | Bug              | New    | Normal   | Sound         | some sounds very quiet in lego dimensions  |          | 12/14/2022 02:41 AM |
| 670 | Cemu    | Bug              | New    | Normal   | General       | Breath of the wild crashes on bomb shrine (with randomizer on)   |          | 01/05/2023 03:03 AM |
| 671 | Cemu    | Bug              | New    | Normal   | General       | Cemu doesn't load properly and has problems with accessing the file system and pixbuf.                                       |          | 01/07/2023 09:17 AM |
| 673 | Cemu    | Bug              | New    | Normal   | General       | Bugs that i have found so far while playing Skylanders Swap Force  |          | 01/13/2023 06:11 PM |
| 674 | Cemu    | Bug              | New    | Normal   | Graphic       | Mario Kart 8 shadow problem  |          | 09/19/2023 10:54 AM |
| 675 | Cemu    | Bug              | New    | Normal   | Graphic       | BoTW Swimming Bug  |          | 02/19/2023 03:23 PM |
| 678 | Cemu    | Bug              | New    | Normal   | Compatibility | [Steam Deck/Linux] Crashes after 5-10 seconds in Sharo Lun Shrine in Breath of the Wild                                      |          | 04/05/2023 06:12 PM |
| 679 | Cemu    | Bug              | New    | Normal   | Compatibility | Oddworld (and possibly other titles) won't boot anymore since Cemu 1.26.2  |          | 04/20/2023 09:32 AM |
| 680 | Cemu    | Bug              | New    | Normal   | Graphic       | Paper Mario Color Splash (The Normal   |          | 07/24/2023 09:13 AM |
| 682 | Cemu    | Bug              | New    | Normal   | Graphic       | Vulkan Errors crashing BoTW to desktop   |          | 09/08/2023 06:06 AM |
| 683 | Cemu    | Bug              | New    | Normal   | Compatibility | game & wario crash when select minigame  |          | 09/19/2023 06:04 PM |
| 684 | Cemu    | Bug              | New    | Normal   | Graphic       | Tekken Tag Tournament 2 Brightness problem   |          | 05/06/2024 05:56 PM |
| 685 | Cemu    | Bug              | New    | Normal   | General       | Cemu Crashes when trying to load certain games like new SM bros U and transformers prime                                     |          | 10/19/2023 06:36 PM |
| 687 | Cemu    | Bug              | New    | Normal   | General       | When using Multiplicity to share mouse/keyboard CEMU crashes upon moving to other computer                                   |          | 11/17/2023 02:17 AM |
| 688 | Cemu    | Bug              | New    | Normal   | Compatibility | Wii Fit U crashes the emulator on boot   |          | 04/08/2024 11:43 AM |
| 689 | Cemu    | Bug              | New    | Normal   | Graphic       | The legend of zelda breath of the wild   |          | 03/23/2024 07:02 PM |
| 690 | Cemu    | Bug              | New    | Normal   |               | Cemu showing game image instead of gameplay  |          | 04/08/2024 10:42 PM |
| 691 | Cemu    | Bug              | New    | Normal   | General       | Pretendo online does not function for Linux on the latest build, returns HTTP request received response 403 but expected 200 |          | 04/29/2024 05:11 PM |
| 4   | Cemu    | Feature requests | New    | Normal   | Input         | Proper gamepad mic support/USB mic support   |          | 07/04/2019 12:46 AM |
| 8   | Cemu    | Feature requests | New    | Normal   | UI            | In app bug/feature request.  |          | 07/04/2019 12:45 AM |
| 38  | Cemu    | Feature requests | New    | Normal   | General       | stop/pause/start emulation in cemu   |          | 04/09/2022 11:53 AM |

| #   | Project | Tracker          | Status | Priority | Category      | Subject  | Assignee | Updated             |
|-----|---------|------------------|--------|----------|---------------|--|----------|---------------------|
| 56  | Cemu    | Feature requests | New    | Normal   | Sound         | Implement support for bootSound.btsnd when compiling shaderCache.                    |          | 05/05/2019 06:43 AM |
| 58  | Cemu    | Feature requests | New    | Normal   | General       | Input Settings does not retain active profile name                                   |          | 07/04/2019 12:44 AM |
| 61  | Cemu    | Feature requests | New    | Normal   | General       | Implement an easy way to create game shortcuts.                                      |          | 07/04/2019 12:44 AM |
| 67  | Cemu    | Feature requests | New    | Normal   | General       | Memory Searcher: Features to search for addresses with unknown initial value         |          | 07/04/2019 12:37 AM |
| 69  | Cemu    | Feature requests | New    | Normal   | Graphic       | Sharp-Bilinear as an upscale filter option.  |          | 07/03/2019 11:55 PM |
| 76  | Cemu    | Feature requests | New    | Normal   | Compatibility | Allow Graphic Packs to change the .tga files in the meta folder of games.            |          | 06/04/2019 06:13 PM |
| 98  | Cemu    | Feature requests | New    | Normal   | General       | [PPC Debugger] New breakpoint events (execute and registry)                          |          | 06/22/2019 08:03 AM |
| 99  | Cemu    | Feature requests | New    | Normal   | UI            | Grey-out Specific GraphicPacks when certain conditions are specified in Rules.txt    |          | 07/03/2019 11:49 PM |
| 100 | Cemu    | Feature requests | New    | Normal   | UI            | When enabling a GraphicPack, allow the Presets and Description to show.              |          | 07/03/2019 11:48 PM |
| 104 | Cemu    | Feature requests | New    | Normal   | UI            | Advanced options: Restore Default Settings and Clear Shader Cache                    |          | 07/03/2019 11:48 PM |
| 110 | Cemu    | Feature requests | New    | Normal   | UI            | QOL improvements for GUI   |          | 07/03/2019 11:48 PM |
| 118 | Cemu    | Feature requests | New    | Normal   | UI            | Customizable Hotkey Menu   |          | 07/03/2019 11:47 PM |
| 120 | Cemu    | Feature requests | New    | Normal   | UI            | Separate In-Game Window  |          | 09/02/2021 04:02 PM |
| 128 | Cemu    | Feature requests | New    | Normal   | General       | Native Linux Build   |          | 07/05/2019 06:20 AM |
| 131 | Cemu    | Feature requests | New    | Normal   | UI            | Blank is so large that the setting window get stretched                              |          | 07/07/2019 04:31 PM |
| 160 | Cemu    | Feature requests | New    | Normal   | Graphic       | Have option to make graphic pack work globally                                       |          | 08/01/2019 03:51 PM |
| 178 | Cemu    | Feature requests | New    | Normal   | UI            | Clock in Overlay   |          | 08/25/2019 06:47 PM |
| 188 | Cemu    | Feature requests | New    | Normal   | UI            | Add a fullscreen mode where both the TV and the Gamepad are displayed on one screen. |          | 09/07/2019 03:42 PM |
| 205 | Cemu    | Feature requests | New    | Normal   | Graphic       | Shader Cache additional options.   |          | 04/11/2020 06:02 AM |
| 218 | Cemu    | Feature requests | New    | Normal   | Compatibility | Add function to switch from one software to another                                  |          | 12/07/2019 01:14 PM |



| #   | Project | Tracker          | Status      | Priority | Category      | Subject   | Assignee | Updated             |
|-----|---------|------------------|-------------|----------|---------------|---|----------|---------------------|
| 237 | Cemu    | Feature requests | New         | Normal   |               | Add an option to hide the mouse pointer for the gamepad view  |          | 12/28/2019 11:30 PM |
| 257 | Cemu    | Feature requests | New         | Normal   | Graphic       | Vulkan Anisotropic Filtering Option   |          | 01/18/2020 01:18 AM |
| 260 | Cemu    | Feature requests | New         | Normal   | General       | Automatic applying of vsyncFrequency setting when changing graphic packs preset                                 |          | 01/20/2020 02:59 PM |
| 294 | Cemu    | Feature requests | New         | Normal   | UI            | make Game Title bar show the cpu mode applied from game profile (singlecore, dualcore or triplecore recompiler) |          | 03/23/2020 09:31 PM |
| 323 | Cemu    | Feature requests | New         | Normal   |               | Add the feature to permanently delete/rename an account with its save files                                     |          | 04/26/2020 05:02 AM |
| 371 | Cemu    | Feature requests | Accepted    | Normal   | UI            | Improve loading experience for launchers.   |          | 06/14/2020 02:30 PM |
| 376 | Cemu    | Feature requests | New         | Normal   | Sound         | Cubeb Backend   |          | 06/27/2020 06:23 PM |
| 383 | Cemu    | Feature requests | New         | Normal   | UI            | Length of path check - Show window dialog errors  |          | 07/18/2020 05:15 AM |
| 430 | Cemu    | Feature requests | New         | Normal   |               | Game rating and compatibility info on game list.  |          | 10/31/2020 12:24 AM |
| 453 | Cemu    | Feature requests | New         | Normal   | General       | Cemu Memory Searcher hex search type option   |          | 01/01/2021 07:24 PM |
| 484 | Cemu    | Feature requests | New         | Normal   |               | Add a help screen for hot keys and general controls   |          | 02/14/2021 07:25 PM |
| 485 | Cemu    | Feature requests | New         | Normal   |               | Language select at first launch   |          | 02/14/2021 07:28 PM |
| 489 | Cemu    | Feature requests | New         | Normal   | Graphic       | Gamepad Screen Transparency   |          | 02/26/2021 07:32 PM |
| 575 | Cemu    | Feature requests | New         | Normal   | General       | A master game-profiles settings tab/function  |          | 10/03/2021 08:21 AM |
| 586 | Cemu    | Feature requests | New         | Normal   | General       | Hotkeys for graphic packs   |          | 11/13/2021 07:19 AM |
| 589 | Cemu    | Feature requests | New         | Normal   | General       | Download Manager  |          | 11/28/2021 10:27 PM |
| 618 | Cemu    | Feature requests | In Progress | Normal   | General       | Export game to a file container for backup  |          | 02/11/2022 04:49 PM |
| 623 | Cemu    | Feature requests | New         | Normal   |               | Native mouse suport   |          | 02/21/2022 08:13 PM |
| 632 | Cemu    | Feature requests | New         | Normal   | Compatibility | Compatibility with Just Dance 2016, 2017, 2018  |          | 04/06/2022 01:51 PM |
| 650 | Cemu    | Feature requests | New         | Normal   | UI            | Add option to start gamepad view fullscreen   |          | 07/17/2022 05:10 PM |

| #   | Project | Tracker          | Status      | Priority | Category      | Subject  | Assignee | Updated             |
|-----|---------|------------------|-------------|----------|---------------|--|----------|---------------------|
| 655 | Cemu    | Feature requests | New         | Normal   | General       | Allow exclusive fullscreen mode with Vulkan  |          | 08/13/2022 03:08 AM |
| 658 | Cemu    | Feature requests | New         | Normal   | Compatibility | Integration of DumpsterU   |          | 08/27/2022 08:19 PM |
| 9   | Cemu    | Bug              | In Progress | Normal   | Compatibility | Resident Evil: Revelations crash in chapter 1  | Exzap    | 07/04/2019 12:45 AM |
| 12  | Cemu    | Bug              | Accepted    | Normal   | Graphic       | Darksiders Warmastered Edition Wii U   | Exzap    | 07/04/2019 12:44 AM |
| 515 | Cemu    | Bug              | New         | Normal   | Compatibility | New Super Mario Bros. U - Luigi U DLC Crashes at the intro   | Exzap    | 05/04/2021 12:14 PM |
| 5   | Cemu    | Bug              | Accepted    | Normal   | Input         | Controller input not being fully detected/functioning properly   | Petergov | 07/04/2019 12:46 AM |
| 6   | Cemu    | Bug              | Accepted    | Normal   | Sound         | Current titles with audio issues and/or still require system .rpl files  | Petergov | 07/04/2019 12:45 AM |
| 133 | Cemu    | Bug              | New         | Normal   | Input         | NintendoLand doesn't detect EMULATED wiimotes  | Petergov | 07/11/2019 03:51 PM |
| 140 | Cemu    | Bug              | Accepted    | Normal   | Input         | P2 Input Enabled crashes game "KickBeat Special Edition"   | Petergov | 07/26/2019 05:01 PM |
| 142 | Cemu    | Bug              | New         | Normal   | Input         | Input bug with "Momonga - Pinball Adventures"  | Petergov | 07/15/2019 06:22 AM |
| 145 | Cemu    | Bug              | New         | Normal   | Input         | [Kirby Rainbow Curse/Paintbrush] The touch screen continue to receive inputs even when you release the mouse button    | Petergov | 04/11/2021 06:19 PM |
| 298 | Cemu    | Bug              | New         | Normal   | Input         | Rumble effect feedback in "Options/input setting/additional settings/Rumble" changes while in-game (much lower effect) | Petergov | 03/26/2020 12:01 PM |
| 305 | Cemu    | Bug              | New         | Normal   | Input         | Cannot map Wiimote Nunchuck  | Petergov | 04/10/2021 02:47 PM |
| 308 | Cemu    | Bug              | New         | Normal   | Input         | DSUClient fails when network interface is disabled   | Petergov | 04/05/2020 08:15 AM |
| 321 | Cemu    | Bug              | New         | Normal   | Input         | Vibration really weak for Wii U gamepad profile as compared to Wii U pro controller profile                            | Petergov | 04/22/2020 09:46 PM |
| 322 | Cemu    | Bug              | Accepted    | Normal   | Compatibility | Marvel Avengers Battle for Earth crashes on the new update   | Petergov | 04/12/2021 01:07 AM |
| 353 | Cemu    | Bug              | New         | Normal   | Input         | Mario Party 10: Emulated Wiimotes not paired   | Petergov | 04/11/2021 08:54 PM |
| 361 | Cemu    | Bug              | Accepted    | Normal   | Input         | Input is broken in The Book of Unwritten Tales 2   | Petergov | 07/23/2020 05:14 PM |
| 381 | Cemu    | Bug              | New         | Normal   | Input         | Forced minimum Deadzone regardless of Input Settings   | Petergov | 07/10/2020 01:29 PM |
| 432 | Cemu    | Bug              | Accepted    | Normal   | Input         | Cannot input Alt+C   Ctrl+Alt+C anywhere while Cemu is open in the background.   | Petergov | 04/12/2021 01:01 AM |
| 433 | Cemu    | Bug              | New         | Normal   | Input         | Fatal Frame 5 camera fixed on vertical mode.   | Petergov | 01/10/2021 12:20 PM |
| 477 | Cemu    | Bug              | New         | Normal   | Input         | DSU client port reverts to default on opening application or entering input settings                                   | Petergov | 02/10/2021 12:15 PM |
| 507 | Cemu    | Bug              | New         | Normal   | Input         | Nvidia shield 2017 controller input settings problem   | Petergov | 04/11/2021 09:48 AM |
| 511 | Cemu    | Bug              | New         | Normal   | Input         | Cemu rumble issue  | Petergov | 04/25/2021 10:51 AM |
| 513 | Cemu    | Bug              | Accepted    | Normal   | Input         | Super Mario 3D World FPS drops, while using the gamecube Controller api  | Petergov | 04/30/2021 02:30 PM |
| 520 | Cemu    | Bug              | New         | Normal   | Input         | Official WiiU classic controller manufactured by PDP not well recognized   | Petergov | 05/14/2021 08:15 PM |
| 526 | Cemu    | Bug              | New         | Normal   | Input         | THE AMAZING SPIDERMAN 2 - button assigment problem   | Petergov | 06/06/2021 10:18 AM |
| 535 | Cemu    | Bug              | New         | Normal   | Input         | Input for XInput recognized by CEMU but not mapping correctly in BOTW  | Petergov | 06/30/2021 03:57 PM |
| 537 | Cemu    | Bug              | New         | Normal   | Input         | wiimote nunchuck input settings up, down, left, right nunchuck mapping bug   | Petergov | 07/10/2021 06:32 AM |
| 542 | Cemu    | Bug              | New         | Normal   | Input         | SDL controllers stop moving if disconnected and reconnected  | Petergov | 07/16/2021 07:19 PM |

| #   | Project | Tracker          | Status      | Priority | Category | Subject  | Assignee | Updated             |
|-----|---------|------------------|-------------|----------|----------|--|----------|---------------------|
| 545 | Cemu    | Bug              | New         | Normal   | Input    | Skylanders swap force portal issue                                     | Petegov  | 07/20/2021 07:19 PM |
| 546 | Cemu    | Bug              | New         | Normal   | Input    | Wii MotionPlus INSIDE controllers not detected                         | Petegov  | 07/23/2021 03:31 AM |
| 553 | Cemu    | Bug              | New         | Normal   | Input    | All my buttons get mixed up after I add a second player                | Petegov  | 08/06/2021 09:09 AM |
| 569 | Cemu    | Bug              | New         | Normal   | Input    | Trine 2 - Director's cut controller issue with pro controller          | Petegov  | 09/04/2021 03:28 PM |
| 584 | Cemu    | Bug              | New         | Normal   | Input    | The IR pointer didn't work on Cemu                                     | Petegov  | 11/06/2021 02:43 PM |
| 594 | Cemu    | Bug              | New         | Normal   | Input    | Second Wiimote is very laggy   | Petegov  | 12/29/2021 11:09 AM |
| 595 | Cemu    | Bug              | New         | Normal   | Input    | Switch Pro controller with SDL - motion controls not working correctly | Petegov  | 01/10/2022 08:55 PM |
| 596 | Cemu    | Bug              | New         | Normal   | Input    | GCN controller rumbles for 10 seconds minimum                          | Petegov  | 01/02/2022 10:17 PM |
| 613 | Cemu    | Bug              | New         | Normal   | Input    | 1.26.0 only detects 1 controller                                       | Petegov  | 01/20/2022 01:24 PM |
| 614 | Cemu    | Bug              | New         | Normal   | Input    | The "Show screen" function does not work.                              | Petegov  | 01/20/2022 06:50 PM |
| 617 | Cemu    | Bug              | New         | Normal   | Input    | Switching to gamepad view no longer working                            | Petegov  | 01/24/2022 06:22 PM |
| 621 | Cemu    | Bug              | New         | Normal   | Input    | Battle Quest minigame for Nintendoland ZL ZR button Issues             | Petegov  | 02/19/2022 07:43 PM |
| 626 | Cemu    | Bug              | New         | Normal   | Input    | DSUController not listing controllers from another host IP             | Petegov  | 03/19/2022 11:41 AM |
| 631 | Cemu    | Bug              | New         | Normal   | Input    | crash on wake of wireless gamepad                                      | Petegov  | 03/26/2022 01:41 AM |
| 637 | Cemu    | Bug              | New         | Normal   | Input    | Second Wiimote has much more input delay                               | Petegov  | 04/22/2022 10:27 PM |
| 644 | Cemu    | Bug              | New         | Normal   | Input    | Steam Controllers no longer work in Cemu 1.26+ with SDL                | Petegov  | 05/29/2022 11:36 AM |
| 648 | Cemu    | Bug              | New         | Normal   | Input    | Steam Deck : Right analog stick doesn't work after wake from sleep     | Petegov  | 06/16/2022 05:30 PM |
| 660 | Cemu    | Bug              | New         | Normal   | Input    | 2nd Controller not working Bug   | Petegov  | 09/12/2022 08:38 PM |
| 669 | Cemu    | Bug              | New         | Normal   | Input    | Cemu gamepad frozen in twilight princess hd                            | Petegov  | 12/27/2022 11:52 PM |
| 677 | Cemu    | Bug              | New         | Normal   | Input    | PS5 Controller not connected on startup                                | Petegov  | 03/21/2023 08:41 PM |
| 681 | Cemu    | Bug              | New         | Normal   | Input    | Wheel of Fortune/Jeopardy 2 player mode                                | Petegov  | 08/27/2023 03:42 PM |
| 75  | Cemu    | Feature requests | New         | Normal   | Input    | Emulated Wiimote input doesn't support IR pointer                      | Petegov  | 06/03/2019 11:59 AM |
| 84  | Cemu    | Feature requests | In Progress | Normal   | Input    | Add a mappable action for Shaking a Wiimote                            | Petegov  | 07/03/2019 10:27 PM |
| 192 | Cemu    | Feature requests | New         | Normal   | Input    | Mouse and keyboard controler   | Petegov  | 09/14/2019 10:39 AM |
| 201 | Cemu    | Feature requests | New         | Normal   | Input    | Gamecube Controller Emulation  | Petegov  | 11/04/2019 11:33 PM |
| 226 | Cemu    | Feature requests | New         | Normal   | Input    | Add option to disable gamepad touch screen input                       | Petegov  | 12/16/2019 10:42 PM |
| 306 | Cemu    | Feature requests | New         | Normal   | Input    | Separate controller api and DSU client.                                | Petegov  | 04/04/2020 02:13 AM |
| 337 | Cemu    | Feature requests | New         | Normal   | Input    | Add support for wii classic controller                                 | Petegov  | 05/15/2020 10:06 AM |

| #   | Project | Tracker          | Status | Priority | Category | Subject  | Assignee | Updated             |
|-----|---------|------------------|--------|----------|----------|--|----------|---------------------|
| 343 | Cemu    | Feature requests | New    | Normal   | Input    | Steam link/steam play gyro support   | Petegov  | 05/23/2020 05:24 AM |
| 391 | Cemu    | Feature requests | New    | Normal   | Input    | Dualshock 3 Sixaxis motion control support through Sony driver using HID.                            | Petegov  | 01/08/2022 11:30 AM |
| 445 | Cemu    | Feature requests | New    | Normal   | Input    | Input Settings - Have Profiles save/set the desired input device upon Profile Save/Load              | Petegov  | 04/12/2021 01:14 AM |
| 470 | Cemu    | Feature requests | New    | Normal   | Input    | Enable Separate Gamepad View on startup  | Petegov  | 02/02/2021 10:33 AM |
| 476 | Cemu    | Feature requests | New    | Normal   | Input    | Mouse Support  | Petegov  | 04/12/2021 05:02 AM |
| 483 | Cemu    | Feature requests | New    | Normal   | Input    | Map extra button on controller to screenshot   | Petegov  | 02/14/2021 07:43 AM |
| 488 | Cemu    | Feature requests | New    | Normal   | Input    | Gamepad Screen Toggling Option   | Petegov  | 02/26/2021 06:25 PM |
| 509 | Cemu    | Feature requests | New    | Normal   | Input    | Add Rumble support for DSU Client api.   | Petegov  | 04/20/2021 06:41 PM |
| 539 | Cemu    | Feature requests | New    | Normal   | Input    | Allow more controller APIs to maintain the mapping when tweaking the selected controller             | Petegov  | 07/16/2021 06:06 PM |
| 540 | Cemu    | Feature requests | New    | Normal   | Input    | Give sensible default mappings for some controller APIs  | Petegov  | 07/16/2021 06:25 PM |
| 541 | Cemu    | Feature requests | New    | Normal   | Input    | Show disconnected controllers as "(disconnected)" on Xinput, and other APIs if possible              | Petegov  | 07/16/2021 06:31 PM |
| 548 | Cemu    | Feature requests | New    | Normal   | Input    | Add an option for toggling the "SDL_HINT_JOYSTICK_HIDAPI_PS4_RUMBLE" hint when using the SDL backend | Petegov  | 07/26/2021 11:42 PM |
| 550 | Cemu    | Feature requests | New    | Normal   | Input    | Highlight Controller Input When Input Activated  | Petegov  | 01/25/2022 02:44 PM |
| 571 | Cemu    | Feature requests | New    | Normal   | Input    | Allow combination of sdl controllers to support split joy cons                                       | Petegov  | 09/05/2021 06:54 PM |
| 610 | Cemu    | Feature requests | New    | Normal   | Input    | Bring back WGI for use of Impulse Triggers on Xbox One S/X and series S/X controllers                | Petegov  | 01/10/2022 04:36 PM |
| 615 | Cemu    | Feature requests | New    | Normal   | Input    | Allow motion with mouse to stay at last placement  | Petegov  | 01/22/2022 10:15 AM |
| 643 | Cemu    | Feature requests | New    | Normal   | Input    | Controller key combination to close a game   | Petegov  | 05/21/2022 06:43 PM |