## Issues

| # | Project | Tracker | Status | Priority | Category | Subject | Assignee | Updated |
|---|---|---|---|---|---|---|---|---|
| 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 |
| 613 | Cemu | Bug | New | Normal | Input | 1.26.0 only detects 1 controller | Petergov | 01/20/2022 01:24 PM |
| 660 | Cemu | Bug | New | Normal | Input | 2nd Controller not working Bug | Petergov | 09/12/2022 08:38 PM |
| 575 | Cemu | Feature requests | New | Normal | General | A master game-profiles settings tab/function | | 10/03/2021 08:21 AM |
| 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 |
| 484 | Cemu | Feature requests | New | Normal | | Add a help screen for hot keys and general controls | | 02/14/2021 07:25 PM |
| 84 | Cemu | Feature requests | In Progress | Normal | Input | Add a mappable action for Shaking a Wiimote | Petergov | 07/03/2019 10:27 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 | Petergov | 07/26/2021 11:42 PM |
| 237 | Cemu | Feature requests | New | Normal | | Add an option to hide the mouse pointer for the gamepad view | | 12/28/2019 11:30 PM |
| 218 | Cemu | Feature requests | New | Normal | Compatibility | Add function to switch from one software to another | | 12/07/2019 01:14 PM |
| 226 | Cemu | Feature requests | New | Normal | Input | Add option to disable gamepad touch screen input | Petergov | 12/16/2019 10:42 PM |
| 650 | Cemu | Feature requests | New | Normal | UI | Add option to start gamepad view fullscreen | | 07/17/2022 05:10 PM |
| 509 | Cemu | Feature requests | New | Normal | Input | Add Rumble support for DSU Client api. | Petergov | 04/20/2021 06:41 PM |
| 337 | Cemu | Feature requests | New | Normal | Input | Add support for wii classic controller | Petergov | 05/15/2020 10:06 AM |
| 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 |
| 104 | Cemu | Feature requests | New | Normal | UI | Advanced options: Restore Default Settings and Clear Shader Cache | | 07/03/2019 11:48 PM |
| 553 | Cemu | Bug | New | Normal | Input | All my buttons get mixed up after I add a second player | Petergov | 08/06/2021 09:09 AM |
| 571 | Cemu | Feature requests | New | Normal | Input | Allow combination of sdl controllers to support split joy cons | Petergov | 09/05/2021 06:54 PM |
| 655 | Cemu | Feature requests | New | Normal | General | Allow exclusive fullscreen mode with Vulkan | | 08/13/2022 03:08 AM |
| 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 |

| # | Project | Tracker | Status | Priority | Category | Subject | Assignee | Updated |
|---|---|---|---|---|---|---|---|---|
| 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 |
| 615 | Cemu | Feature requests | New | Normal | Input | Allow motion with mouse to stay at last placement | Petergov | 01/22/2022 10:15 AM |
| 601 | Cemu | Bug | New | Normal | Graphic | Amazing Spiderman 1 bug | | 01/06/2022 03:43 AM |
| 653 | Cemu | Bug | New | Normal | Graphic | Art Academy Atelier Graphic Bug when loading saved game | | 08/04/2022 10:43 PM |
| 81 | Cemu | Bug | Accepted | Normal | Compatibility | Art Academy: Home Studio (Cannot Save Lesson) | | 07/03/2019 11:54 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 |
| 597 | Cemu | Bug | New | Normal | General | Assassin's Creed 4 - Networking Bug | | 01/06/2022 03:33 AM |
| 362 | Cemu | Bug | New | Normal | Graphic | Assassin's Creed III has severe graphic issues | | 06/02/2020 10:41 PM |
| 640 | Cemu | Bug | New | Normal | Sound | Audio Lag when playing any game on CEMU latest version | | 04/30/2022 03:36 AM |
| 260 | Cemu | Feature requests | New | Normal | General | Automatic applying of vsyncFrequency setting when changing graphic packs preset | | 01/20/2020 02:59 PM |
| 560 | Cemu | Bug | New | Normal | Graphic | Battle Quest minigame for Nintendoland Issues | | 11/09/2021 06:34 AM |
| 621 | Cemu | Bug | New | Normal | Input | Battle Quest minigame for Nintendoland ZL ZR button Issues | Petergov | 02/19/2022 07:43 PM |
| 416 | Cemu | Bug | New | Normal | Graphic | Bayonetta (USA) Vulkan - OGL Specific Graphic bugs list (save included) | | 09/16/2020 01:03 PM |
| 585 | Cemu | Bug | New | Normal | Graphic | Bayonetta 2 - Issue with bloom on objects updating only at 30fps | | 11/11/2021 03:56 AM |
| 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 |
| 425 | Cemu | Bug | New | Normal | Graphic | Bayonetta 2 Missing/invisible textures | | 10/23/2020 02:37 PM |
| 374 | Cemu | Bug | New | Normal | General | Bayonetta 2 total crash | | 06/15/2020 08:12 PM |
| 578 | Cemu | Bug | New | Normal | Graphic | Bayonetta 2 vulkan broken graphics 1.24 / 1.25.5b | | 12/26/2021 03:34 PM |
| 326 | Cemu | Bug | New | Normal | Graphic | Bayonetta 2 Vulkan problems | | 04/28/2020 09:13 PM |
| 29 | Cemu | Bug | New | Normal | Sound | Bayonetta 2: Audio is not sync with video during cutscenes | | 07/04/2019 12:42 AM |
| 28 | Cemu | Bug | New | Normal | Graphic | Bayonetta 2: Missing shadows | | 07/04/2019 12:42 AM |
| 579 | Cemu | Bug | New | Normal | Compatibility | Bayonetta vulkan crash on boot cemu 1.25. (2) (3) (4) (5b) | | 10/07/2021 04:23 PM |
| 313 | Cemu | Bug | New | Normal | Sound | BGM Glitch on Paper Mario after a battle | | 04/18/2020 06:56 PM |
| 605 | Cemu | Bug | New | Normal | | Black Ops 2 - Guest Controller Bugs | | 01/06/2022 04:12 AM |
| 573 | Cemu | Bug | New | Normal | Graphic | Black screen after few second | | 09/08/2021 01:43 PM |
| 131 | Cemu | Feature requests | New | Normal | UI | Blank is so large that the setting window get stretched | | 07/07/2019 04:31 PM |
| 380 | Cemu | Bug | New | Normal | Graphic | BOTW lighting/shadows has vertical offset | | 04/11/2021 09:08 PM |
| 675 | Cemu | Bug | New | Normal | Graphic | BoTW Swimming Bug | | 02/19/2023 03:23 PM |
| 670 | Cemu | Bug | New | Normal | General | Breath of the wild crashes on bomb shrine (with randomizer on) | | 01/05/2023 03:03 AM |

| # | Project | Tracker | Status | Priority | Category | Subject | Assignee | Updated |
|---|---|---|---|---|---|---|---|---|
| 665 | Cemu | Bug | New | Normal | General | Breath of the wild freeze at launch screen (Steam deck) | | 10/20/2022 12:11 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 | Petergov | 01/10/2022 04:36 PM |
| 673 | Cemu | Bug | New | Normal | General | Bugs that i have found so far while playing Skylanders Swap Force | | 01/13/2023 06:11 PM |
| 598 | Cemu | Bug | New | Normal | General | Call of Duty - Networking Bug | | 01/06/2022 03:38 AM |
| 480 | Cemu | Bug | New | Normal | Compatibility | Call of Duty Black Ops 2 | | 02/11/2021 02:35 AM |
| 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 |
| 305 | Cemu | Bug | New | Normal | Input | Cannot map Wiimote Nunchuck | Petergov | 04/10/2021 02:47 PM |
| 577 | Cemu | Bug | New | Normal | Graphic | Captain Toad Treasure Tracker - Coins Galore bonus stages are too bright | | 10/03/2021 06:31 PM |
| 20 | Cemu | Bug | New | Normal | Compatibility | Cemu 1.15.3 steam link screen freezes | | 07/30/2020 07:52 PM |
| 523 | Cemu | Bug | New | Normal | General | Cemu crashes after selecting character in Tekken Tag Tournament 2 | | 12/24/2021 04:50 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 |
| 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 |
| 620 | Cemu | Bug | New | Normal | Sound | Cemu Exits instantly when No audio output devices are enabled/detected | | 02/12/2022 04:28 PM |
| 608 | Cemu | Bug | New | Normal | | Cemu game profiles can't select graphics API | | 01/06/2022 04:46 AM |
| 669 | Cemu | Bug | New | Normal | Input | Cemu gamepad frozen in twilight princess hd | Petergov | 12/27/2022 11:52 PM |
| 453 | Cemu | Feature requests | New | Normal | General | Cemu Memory Searcher hex search type option | | 01/01/2021 07:24 PM |
| 588 | Cemu | Bug | In Progress | Normal | General | Cemu not launching when Bins by 1UP industries is running | | 11/26/2021 06:06 AM |
| 511 | Cemu | Bug | New | Normal | Input | Cemu rumble issue | Petergov | 04/25/2021 10:51 AM |
| 690 | Cemu | Bug | New | Normal | | Cemu showing game image instead of gameplay | | 04/08/2024 10:42 PM |
| 647 | Cemu | Bug | New | Normal | Compatibility | Cemu/Vulkan no longer works with Steam Overlay | | 06/14/2022 01:10 PM |
| 164 | Cemu | Bug | New | Normal | Graphic | CG Flash Screen in ninja gaiden3  & have some corrupted textures | | 08/12/2019 02:06 AM |
| 178 | Cemu | Feature requests | New | Normal | UI | Clock in Overlay | | 08/25/2019 06:47 PM |
| 632 | Cemu | Feature requests | New | Normal | Compatibility | Compatibility with Just Dance 2016, 2017, 2018 | | 04/06/2022 01:51 PM |
| 5 | Cemu | Bug | Accepted | Normal | Input | Controller input not being fully detected/functioning properly | Petergov | 07/04/2019 12:46 AM |
| 643 | Cemu | Feature requests | New | Normal | Input | Controller key combination to close a game | Petergov | 05/21/2022 06:43 PM |
| 645 | Cemu | Bug | New | Normal | General | Crash on startup when offline in SteamOS (Steam Deck) | | 06/04/2022 03:11 AM |
| 631 | Cemu | Bug | New | Normal | Input | crash on wake of wireless gamepad | Petergov | 03/26/2022 01:41 AM |
| 667 | Cemu | Bug | New | Normal | General | Crashes after entering specific level in Super Mario 3D World | | 12/11/2022 11:23 AM |

| # | Project | Tracker | Status | Priority | Category | Subject | Assignee | Updated |
|---|---|---|---|---|---|---|---|---|
| 376 | Cemu | Feature requests | New | Normal | Sound | Cubeb Backend | | 06/27/2020 06:23 PM |
| 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 |
| 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 |
| 118 | Cemu | Feature requests | New | Normal | UI | Customizable Hotkey Menu | | 07/03/2019 11:47 PM |
| 12 | Cemu | Bug | Accepted | Normal | Graphic | Darksiders Warmastered Edition Wii U | Exzap | 07/04/2019 12:44 AM |
| 132 | Cemu | Bug | New | Normal | General | Debugger Bug | | 07/15/2019 03:12 AM |
| 122 | Cemu | Bug | New | Normal | General | Debugger Bug | | 07/04/2019 02:33 AM |
| 281 | Cemu | Bug | New | Normal | UI | Debugger R/W Breakpoints are Broken | | 04/10/2021 05:42 PM |
| 435 | Cemu | Bug | New | Normal | Compatibility | Devil's Third Texture Corruption and low framerate in vulkan | | 11/23/2020 01:04 PM |
| 105 | Cemu | Bug | New | Normal | Compatibility | Disney Infinity 3.0 with ToyPad HID not functioning | | 07/07/2019 12:58 PM |
| 478 | Cemu | Bug | New | Normal | Compatibility | Disney Infinity Compatibility | | 03/13/2021 03:38 PM |
| 664 | Cemu | Bug | New | Normal | General | DKC: Tropical Paradise - Platforms resetting prematurely | | 09/23/2022 01:05 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 |
| 589 | Cemu | Feature requests | New | Normal | General | Download Manager | | 11/28/2021 10:27 PM |
| 27 | Cemu | Bug | New | Normal | Sound | Dr. Luigi:  BGM gets corrupted after ~3 mins | | 07/04/2019 12:43 AM |
| 616 | Cemu | Bug | New | Normal | | DSU Client MotionSource not working | | 01/22/2022 05:12 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 |
| 308 | Cemu | Bug | New | Normal | Input | DSUClient fails when network interface is disabled | Petergov | 04/05/2020 08:15 AM |
| 626 | Cemu | Bug | New | Normal | Input | DSUController not listing controllers from another host IP | Petergov | 03/19/2022 11:41 AM |
| 391 | Cemu | Feature requests | New | Normal | Input | Dualshock 3 Sixaxis motion control support through Sony driver using HID. | Petergov | 01/08/2022 11:30 AM |
| 75 | Cemu | Feature requests | New | Normal | Input | Emulated Wiimote input doesn't support IR pointer | Petergov | 06/03/2019 11:59 AM |
| 470 | Cemu | Feature requests | New | Normal | Input | Enable Separate Gamepad View on startup | Petergov | 02/02/2021 10:33 AM |
| 618 | Cemu | Feature requests | In Progress | Normal | General | Export game to a file container for backup | | 02/11/2022 04:49 PM |
| 549 | Cemu | Bug | New | Normal | Compatibility | Fatal Frame / Project Zero 12th drop hard lock eshop | | 07/27/2021 09:14 AM |
| 516 | Cemu | Bug | New | Normal | Compatibility | Fatal Frame / Project Zero 4th drop soft lock eshop | | 05/27/2021 12:34 PM |
| 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 |

| # | Project | Tracker | Status | Priority | Category | Subject | Assignee | Updated |
|---|---|---|---|---|---|---|---|---|
| 433 | Cemu | Bug | New | Normal | Input | Fatal Frame 5 camera fixed on vertical mode. | Petergov | 01/10/2021 12:20 PM |
| 600 | Cemu | Bug | New | Normal | Graphic | Fifa 2013 graphics bugs | | 01/06/2022 03:41 AM |
| 3 | Cemu | Bug | In Progress | Normal | Compatibility | Floating-point inaccuracies in recompiler | | 04/19/2019 09:22 AM |
| 381 | Cemu | Bug | New | Normal | Input | Forced minimum Deadzone regardless of Input Settings | Petergov | 07/10/2020 01:29 PM |
| 683 | Cemu | Bug | New | Normal | Compatibility | game & wario crash when select minigame | | 09/19/2023 06:04 PM |
| 590 | Cemu | Bug | New | Normal | General | Game fails to load when using relative paths | | 01/08/2022 09:34 PM |
| 430 | Cemu | Feature requests | New | Normal | | Game rating and compatibility info on game list. | | 10/31/2020 12:24 AM |
| 201 | Cemu | Feature requests | New | Normal | Input | Gamecube Controller Emulation | Petergov | 11/04/2019 11:33 PM |
| 488 | Cemu | Feature requests | New | Normal | Input | Gamepad Screen Toggling Option | Petergov | 02/26/2021 06:25 PM |
| 489 | Cemu | Feature requests | New | Normal | Graphic | Gamepad Screen Transparency | | 02/26/2021 07:32 PM |
| 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 |
| 596 | Cemu | Bug | New | Normal | Input | GCN controller rumbles for 10 seconds minimum | Petergov | 01/02/2022 10:17 PM |
| 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 |
| 540 | Cemu | Feature requests | New | Normal | Input | Give sensible default mappings for some controller APIs | Petergov | 07/16/2021 06:25 PM |
| 232 | Cemu | Bug | New | Normal | Graphic | Glitch in some segments (Tokyo Mirage Sessions, Vulkan) | | 12/21/2019 03:56 PM |
| 143 | Cemu | Bug | New | Normal | Graphic | graphical glitch ournament pokken | | 07/15/2019 10:48 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 |
| 160 | Cemu | Feature requests | New | Normal | Graphic | Have option to make graphic pack work globally | | 08/01/2019 03:51 PM |
| 550 | Cemu | Feature requests | New | Normal | Input | Highlight Controller Input When Input Activated | Petergov | 01/25/2022 02:44 PM |
| 586 | Cemu | Feature requests | New | Normal | General | Hotkeys for graphic packs | | 11/13/2021 07:19 AM |
| 402 | Cemu | Bug | Accepted | Normal | Compatibility | Hyrule Historia - Crashes after Boot Splash | | 04/12/2021 12:24 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 |
| 333 | Cemu | Bug | New | Normal | General | Hyrule Warriors Amiibo issues | | 04/11/2021 08:26 PM |
| 638 | Cemu | Bug | New | Normal | Compatibility | Hyrule Warriors doesn't load when pressing A button on loading screen | | 04/27/2022 10:42 PM |

| # | Project | Tracker | Status | Priority | Category | Subject | Assignee | Updated |
|---|---|---|---|---|---|---|---|---|
| 444 | Cemu | Bug | Feedback | Normal | Sound | Hyrule Warriors sound emulation issue | | 05/01/2021 09:49 AM |
| 61 | Cemu | Feature requests | New | Normal | General | Implement an easy way to create game shortcuts. | | 07/04/2019 12:44 AM |
| 56 | Cemu | Feature requests | New | Normal | Sound | Implement support for bootSound.btsnd when compiling shaderCache. | | 05/05/2019 06:43 AM |
| 371 | Cemu | Feature requests | Accepted | Normal | UI | Improve loading experience for launchers. | | 06/14/2020 02:30 PM |
| 8 | Cemu | Feature requests | New | Normal | UI | In app bug/feature request. | | 07/04/2019 12:45 AM |
| 142 | Cemu | Bug | New | Normal | Input | Input bug with "Momonga - Pinball Adventures" | Petergov | 07/15/2019 06:22 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 |
| 361 | Cemu | Bug | Accepted | Normal | Input | Input is broken in The Book of Unwritten Tales 2 | Petergov | 07/23/2020 05:14 PM |
| 445 | Cemu | Feature requests | New | Normal | Input | Input Settings - Have Profiles save/set the desired input device upon Profile Save/Load | Petergov | 04/12/2021 01:14 AM |
| 58 | Cemu | Feature requests | New | Normal | General | Input Settings does not retain active profile name | | 07/04/2019 12:44 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 |
| 530 | Cemu | Bug | Accepted | Normal | General | Instruction STHX not supported | | 06/11/2021 10:28 PM |
| 658 | Cemu | Feature requests | New | Normal | Compatibility | Integration of DumpsterU | | 08/27/2022 08:19 PM |
| 534 | Cemu | Bug | New | Normal | | Intel - Game corruption when display not in fullscreen | | 06/22/2021 05:56 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 |
| 587 | Cemu | Bug | New | Normal | | Just Dance 2014 & 2015 DLCS | | 11/17/2021 08:19 PM |
| 388 | Cemu | Bug | New | Normal | Compatibility | Just Dance 2016-2017 and 2018 loops on Start Screen | | 07/27/2020 12:53 PM |
| 154 | Cemu | Bug | New | Normal | Graphic | Just Dance 2019 Bugs and Lag | | 07/29/2019 04:57 AM |
| 420 | Cemu | Bug | New | Normal | Compatibility | Just Dance 4 is Unplayable | | 10/18/2020 01:15 PM |
| 485 | Cemu | Feature requests | New | Normal | | Language select at first launch | | 02/14/2021 07:28 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 |
| 602 | Cemu | Bug | New | Normal | | Lego Batman 3 Demo crashes | | 01/06/2022 03:47 AM |
| 467 | Cemu | Bug | New | Normal | General | Lego Batman 3 unable to overwrite save file | | 03/12/2021 01:42 PM |
| 495 | Cemu | Bug | New | Normal | Graphic | Lego Batman 3: Beyond Gotham - Black Screen | | 07/30/2021 01:13 PM |
| 599 | Cemu | Bug | New | Normal | Graphic | Lego City Undercover - Graphics Bug | | 03/27/2022 12:34 AM |
| 57 | Cemu | Bug | New | Normal | Graphic | Lego Dimensions various lighting issues | | 05/05/2019 02:31 PM |

| # | Project | Tracker | Status | Priority | Category | Subject | Assignee | Updated |
|---|---|---|---|---|---|---|---|---|
| 431 | Cemu | Bug | New | Normal | Sound | LEGO Games (detected in several) doesn't mix music/sounds correctly | | 11/06/2020 05:35 PM |
| 383 | Cemu | Feature requests | New | Normal | UI | Length of path check - Show window dialog errors | | 07/18/2020 05:15 AM |
| 320 | Cemu | Bug | New | Normal | Compatibility | Load Address PPC instruction | | 04/22/2020 06:04 PM |
| 316 | Cemu | Bug | New | Normal | Sound | Loud music and sfx in 'FAST racing NEO' | | 04/16/2020 12:53 PM |
| 92 | Cemu | Bug | New | Normal | Graphic | M&S Rio 2016 Splitscreen Graphical Bug | | 06/18/2019 04:36 AM |
| 607 | Cemu | Bug | New | Normal | | Madden 2013 menu soft-lock | | 01/06/2022 04:16 AM |
| 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 |
| 570 | Cemu | Bug | New | Normal | Graphic | Many Issues with Skylanders: Swap-Force | | 09/05/2021 04:33 AM |
| 483 | Cemu | Feature requests | New | Normal | Input | Map extra button on controller to screenshot | Petergov | 02/14/2021 07:43 AM |
| 352 | Cemu | Bug | New | Normal | General | Mario & Sonic at the Sochi 2014 Olympic Winter Games | | 05/27/2020 10:45 AM |
| 396 | Cemu | Bug | New | Normal | Graphic | Mario and Sonic At The 2016 Rio Olympics Graphic Problems | | 08/13/2020 01:33 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 |
| 14 | Cemu | Bug | Accepted | Normal | Graphic | Mario Kart 8 - Water Park Position Line Flickering | | 03/11/2019 09:53 PM |
| 558 | Cemu | Bug | New | Normal | Graphic | Mario Kart 8 graphical issue on Baby Park/Moo Moo Meadows | | 08/15/2021 02:41 PM |
| 674 | Cemu | Bug | New | Normal | Graphic | Mario Kart 8 shadow problem | | 09/19/2023 10:54 AM |
| 269 | Cemu | Bug | New | Normal | Sound | Mario Kart 8: Some sounds underwater are really quiet | | 04/11/2021 08:00 PM |
| 353 | Cemu | Bug | New | Normal | Input | Mario Party 10: Emulated Wiimotes not paired | Petergov | 04/11/2021 08:54 PM |
| 580 | Cemu | Bug | New | Normal | Graphic | Mario Tennis: Ultra Smash | | 04/28/2022 07:04 AM |
| 517 | Cemu | Bug | New | Normal | Graphic | Mario Tennis: wrong footprint rendering on clay court | | 10/10/2021 06:56 PM |
| 634 | Cemu | Bug | New | Normal | General | Mario VS Donkey kong Tipping stars game crash | | 04/21/2022 05:43 PM |
| 473 | Cemu | Bug | New | Normal | Graphic | Mario vs Donkey Kong Tipping Stars graphics and sound bug | | 02/06/2021 04:48 PM |
| 322 | Cemu | Bug | Accepted | Normal | Compatibility | Marvel Avengers Battle for Earth crashes on the new update | Petergov | 04/12/2021 01:07 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 |
| 77 | Cemu | Bug | New | Normal | Graphic | Mii faces not rendering properly in certain games | | 06/07/2019 10:31 AM |
| 266 | Cemu | Bug | New | Normal | UI | Miscellanous problems with translation strings | | 02/01/2020 01:38 PM |
| 554 | Cemu | Bug | New | Normal | Compatibility | Missing Lego Dimensions DLC | | 09/01/2021 05:38 PM |
| 171 | Cemu | Bug | New | Normal | Graphic | MK8 N64 Rainbow Road Bug | | 08/18/2019 07:20 AM |
| 346 | Cemu | Bug | Accepted | Normal | Compatibility | Monster Hunter 3 Ultimate Online | | 04/11/2021 08:51 PM |
| 192 | Cemu | Feature requests | New | Normal | Input | Mouse and keyboard controler | Petergov | 09/14/2019 10:39 AM |

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|---|---|---|---|---|---|---|---|---|
| 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 |
| 476 | Cemu | Feature requests | New | Normal | Input | Mouse Support | Petergov | 04/12/2021 05:02 AM |
| 78 | Cemu | Bug | New | Normal | Graphic | N64 VC - Star Fox 64 text jumbles | | 06/07/2019 09:47 PM |
| 128 | Cemu | Feature requests | New | Normal | General | Native Linux Build | | 07/05/2019 06:20 AM |
| 623 | Cemu | Feature requests | New | Normal | | Native mouse suport | | 02/21/2022 08:13 PM |
| 360 | Cemu | Bug | New | Normal | Compatibility | Never Alone (Kisima Ingitchuna) crashes when trying to load a savegame. | | 06/02/2020 10:02 PM |
| 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 |
| 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 |
| 592 | Cemu | Bug | New | Normal | General | NEX: Error 0x00000000 in login response, NEX: Error during authentication. (Online Error) | | 12/26/2021 03:33 PM |
| 463 | Cemu | Bug | New | Normal | Graphic | Ninja Gaiden 3 Razor edge USA (graphic bugs) | | 01/21/2021 06:29 AM |
| 133 | Cemu | Bug | New | Normal | Input | NintendoLand doesn't detect EMULATED wiimotes | Petergov | 07/11/2019 03:51 PM |
| 507 | Cemu | Bug | New | Normal | Input | Nvidia shield 2017 controller input settings problem | Petergov | 04/11/2021 09:48 AM |
| 341 | Cemu | Bug | New | Normal | Compatibility | Octodad: Dadliest Catch Missing wife | | 05/20/2020 04:49 PM |
| 315 | Cemu | Bug | New | Normal | Graphic | Odd multi-coloured graphics during play in 'FAST racing NEO' | | 04/16/2020 12:50 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 |
| 520 | Cemu | Bug | New | Normal | Input | Official WiiU classic controller manufactured by PDP not well recognized | Petergov | 05/14/2021 08:15 PM |
| 659 | Cemu | Bug | New | Normal | General | Online doesn't work | | 09/05/2022 04:54 PM |
| 140 | Cemu | Bug | Accepted | Normal | Input | P2 Input Enabled crashes game "KickBeat Special Edition" | Petergov | 07/26/2019 05:01 PM |
| 91 | Cemu | Bug | New | Normal | Compatibility | Pac-Man And The Ghostly Adventures 2 - Fails To Boot | | 06/17/2019 12:10 PM |
| 680 | Cemu | Bug | New | Normal | Graphic | Paper Mario Color Splash (The Normal | | 07/24/2023 09:13 AM |
| 45 | Cemu | Bug | Accepted | Normal | Compatibility | Paper Mario Color Splash - always crashes when using megaphone Thing | | 07/04/2019 12:40 AM |
| 508 | Cemu | Bug | New | Normal | Graphic | Paper Mario Color Splash - Blackscreen after turning off Separate Gamepad View | | 04/11/2021 11:37 PM |
| 518 | Cemu | Bug | New | Normal | General | Paper Mario Color Splash - Crash when loading a new area | | 05/10/2021 01:30 PM |
| 487 | Cemu | Bug | New | Normal | UI | Paper Mario Color Splash - Waterfall glitch | | 04/10/2021 02:49 PM |
| 426 | Cemu | Bug | New | Normal | Graphic | Paper Mario: Color Splash - Kiwano Temple bug, screen turns gray | | 04/12/2021 12:42 AM |
| 462 | Cemu | Bug | New | Normal | General | PC / Driver Crashes in Botw on Navi Cards (RX 5700XT) | | 01/18/2021 05:12 PM |
| 211 | Cemu | Bug | New | Normal | Compatibility | Phineas and Ferb hitbox detection | | 11/23/2019 10:36 PM |
| 350 | Cemu | Bug | New | Normal | General | Phineas and Ferb: Quest for Cool Stuff Loading Screen Hardlock | | 05/26/2020 05:15 AM |
| 449 | Cemu | Bug | New | Normal | Graphic | Pikmin 3 - Gamepad view corruption | | 12/22/2020 05:20 PM |

| # | Project | Tracker | Status | Priority | Category | Subject | Assignee | Updated |
|---|---|---|---|---|---|---|---|---|
| 448 | Cemu | Bug | New | Normal | Compatibility | Pikmin 3 - Random crashes | | 12/22/2020 05:20 PM |
| 93 | Cemu | Bug | New | Normal | Graphic | Pikmin 3 Massive Slowdown when winning splitscreen bingo battle [1.15.8] | | 06/19/2019 02:09 AM |
| 568 | Cemu | Bug | New | Normal | UI | Playtime not counting | | 08/30/2021 07:59 AM |
| 606 | Cemu | Bug | New | Normal | | Pokken Tournament Demo Graphics bugs | | 01/06/2022 04:14 AM |
| 624 | Cemu | Bug | New | Normal | Graphic | Pokken Tournament red screen during battles | | 03/10/2022 12:28 PM |
| 304 | Cemu | Bug | New | Normal | Graphic | Problems in Bicubic&Hermite scaling filters | | 04/03/2020 01:24 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 |
| 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 |
| 4 | Cemu | Feature requests | New | Normal | Input | Proper gamepad mic support/USB mic support | | 07/04/2019 12:46 AM |
| 677 | Cemu | Bug | New | Normal | Input | PS5 Controller not connected on startup | Petergov | 03/21/2023 08:41 PM |
| 110 | Cemu | Feature requests | New | Normal | UI | QOL improvemnts for GUI | | 07/03/2019 11:48 PM |
| 136 | Cemu | Bug | New | Normal | Compatibility | Random crash still in ninja gaiden 3 | | 07/18/2019 07:44 AM |
| 503 | Cemu | Bug | Accepted | Normal | Graphic | Red Trail when swinging in BOTW | | 04/02/2021 09:32 AM |
| 9 | Cemu | Bug | In Progress | Normal | Compatibility | Resident Evil: Revelations crash in chapter 1 | Exzap | 07/04/2019 12:45 AM |
| 314 | Cemu | Bug | New | Normal | Graphic | Resolution drops to default (randomly) during play in 'FAST racing NEO' | | 04/16/2020 12:46 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 |
| 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 |
| 542 | Cemu | Bug | New | Normal | Input | SDL controllers stop moving if disconnected and reconnected | Petergov | 07/16/2021 07:19 PM |
| 637 | Cemu | Bug | New | Normal | Input | Second Wiimote has much more input delay | Petergov | 04/22/2022 10:27 PM |
| 594 | Cemu | Bug | New | Normal | Input | Second Wiimote is very laggy | Petergov | 12/29/2021 11:09 AM |
| 306 | Cemu | Feature requests | New | Normal | Input | Separate controller api and DSU client. | Petergov | 04/04/2020 02:13 AM |
| 120 | Cemu | Feature requests | New | Normal | UI | Separate In-Game Window | | 09/02/2021 04:02 PM |
| 205 | Cemu | Feature requests | New | Normal | Graphic | Shader Cache additional options. | | 04/11/2020 06:02 AM |
| 69 | Cemu | Feature requests | New | Normal | Graphic | Sharp-Bilinear as an upscale filter option. | | 07/03/2019 11:55 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 |
| 627 | Cemu | Bug | New | Normal | General | Skylanders drop reset | | 03/14/2022 09:34 PM |

| # | Project | Tracker | Status | Priority | Category | Subject | Assignee | Updated |
|---|---|---|---|---|---|---|---|---|
| 533 | Cemu | Bug | New | Normal | Compatibility | Skylanders super chargers and Skylanders imagonators | | 06/21/2021 06:27 PM |
| 217 | Cemu | Bug | New | Normal | General | Skylanders Superchargers and Skylanders Imaginators online doesn't work | | 12/06/2019 11:26 PM |
| 564 | Cemu | Bug | New | Normal | Compatibility | Skylanders swap force portal bug still here | | 08/20/2021 04:48 PM |
| 545 | Cemu | Bug | New | Normal | Input | Skylanders swap force portal issue | Petergov | 07/20/2021 07:19 PM |
| 633 | Cemu | Bug | New | Normal | Compatibility | Skylanders Swap Force Portal Stability and Graphical Glitches | | 04/18/2022 12:56 AM |
| 559 | Cemu | Bug | New | Normal | Compatibility | Skylanders Trap Team Portal Audio | | 08/16/2021 08:33 PM |
| 668 | Cemu | Bug | New | Normal | Sound | some sounds very quiet in lego dimensions | | 12/14/2022 02:41 AM |
| 538 | Cemu | Bug | New | Normal | Compatibility | Sonic & All-Stars Racing Transformed Galatic Parade crashing on Nvidia Vulkan | | 07/12/2021 03:30 AM |
| 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 |
| 2 | Cemu | Bug | New | Normal | Graphic | Sonic Lost World - Rainbow-ish overlay in the distance | | 04/21/2019 06:43 PM |
| 451 | Cemu | Bug | New | Normal | Sound | Sound issues in ZombiU | | 05/03/2022 07:56 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 |
| 603 | Cemu | Bug | New | Normal | | Spongebob: Plankton's Robotic Revenge | | 01/06/2022 03:49 AM |
| 583 | Cemu | Bug | New | Normal | UI | Starting games stored on NAS not working through game list | | 10/20/2021 02:09 PM |
| 644 | Cemu | Bug | New | Normal | Input | Steam Controllers no longer work in Cemu 1.26+ with SDL | Petergov | 05/29/2022 11:36 AM |
| 648 | Cemu | Bug | New | Normal | Input | Steam Deck : Right analog stick doesn't work after wake from sleep | Petergov | 06/16/2022 05:30 PM |
| 343 | Cemu | Feature requests | New | Normal | Input | Steam link/steam play gyro support | Petergov | 05/23/2020 05:24 AM |
| 153 | Cemu | Bug | Accepted | Normal | Compatibility | Steam overlay being injected successfully but ignoring hotkeys | | 08/23/2019 01:01 PM |
| 38 | Cemu | Feature requests | New | Normal | General | stop/pause/start emulation in cemu | | 04/09/2022 11:53 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 |
| 446 | Cemu | Bug | New | Normal | Sound | Super Mario 3D World: Music doesn't sound as it should underwater | | 12/14/2020 12:13 PM |
| 460 | Cemu | Bug | New | Normal | Compatibility | Super Mario Bros crash when playing Super Luigi U DLC | | 02/12/2021 05:46 PM |
| 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 |
| 231 | Cemu | Bug | New | Normal | Graphic | Super Smash Bros.: Image Background is too bright in some scenes | | 12/20/2019 09:31 PM |
| 552 | Cemu | Bug | Accepted | Normal | Graphic | Super Smash Brother Wii u vulkan, broken boxing ring shadows | | 07/31/2021 11:21 PM |
| 595 | Cemu | Bug | New | Normal | Input | Switch Pro controller with SDL - motion controls not working correctly | Petergov | 01/10/2022 08:55 PM |
| 617 | Cemu | Bug | New | Normal | Input | Switching to gamepad view no longer working | Petergov | 01/24/2022 06:22 PM |
| 684 | Cemu | Bug | New | Normal | Graphic | Tekken Tag Tournament 2 Brightness problem | | 10/10/2023 01:31 PM |
| 611 | Cemu | Bug | New | Normal | Compatibility | Tekken tag tournament 2 Crash online Error-Code: 106-0526. | | 01/13/2022 03:57 PM |

| # | Project | Tracker | Status | Priority | Category | Subject | Assignee | Updated |
|---|---|---|---|---|---|---|---|---|
| 457 | Cemu | Bug | New | Normal | UI | Text glitches in Affinity Chart from Xenoblade Chronicles X | | 01/12/2021 08:26 PM |
| 97 | Cemu | Bug | New | Normal | Graphic | Texture bug in Yoshi's Woolly World | | 12/31/2019 08:08 AM |
| 614 | Cemu | Bug | New | Normal | Input | The "Show screen" function does not work. | Petergov | 01/20/2022 06:50 PM |
| 526 | Cemu | Bug | New | Normal | Input | THE AMAZING SPIDERMAN 2 - button assigment problem | Petergov | 06/06/2021 10:18 AM |
| 584 | Cemu | Bug | New | Normal | Input | The IR pointer didn't work on Cemu | Petergov | 11/06/2021 02:43 PM |
| 576 | Cemu | Bug | New | Normal | Graphic | The Legend of Zelda - Breath of the Wild Stasis Rune Glitch | | 10/10/2021 06:58 PM |
| 689 | Cemu | Bug | New | Normal | Graphic | The legend of zelda breath of the wild | | 03/23/2024 07:02 PM |
| 384 | Cemu | Bug | New | Normal | General | The Legend of Zelda: The Wind Waker HD Bug | | 04/11/2021 09:11 PM |
| 400 | Cemu | Bug | New | Normal | General | Title Manager - Import a save when none is present from beforehand. | | 04/11/2021 11:50 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 |
| 412 | Cemu | Bug | New | Normal | Graphic | Tokyo Mirage Session - Transparent textures | | 09/07/2020 05:06 PM |
| 405 | Cemu | Bug | New | Normal | Graphic | Tokyo Mirage Sessions Broken Geometry (Vulkan) | | 08/26/2020 04:03 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 |
| 609 | Cemu | Bug | New | Normal | | Transformers Dark Spark - broken in Vulkan, works in OpenGL | | 01/08/2022 01:16 AM |
| 569 | Cemu | Bug | New | Normal | Input | Trine 2 - Director's cut controller issue with pro controller | Petergov | 09/04/2021 03:28 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 |
| 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 |
| 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 |
| 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 |
| 43 | Cemu | Bug | New | Normal | Graphic | visual failures in all games of Taiko no Tatsujin | | 04/14/2019 01:18 AM |
| 630 | Cemu | Bug | New | Normal | General | VSync not working in OpenGL | | 07/21/2022 12:35 PM |
| 257 | Cemu | Feature requests | New | Normal | Graphic | Vulkan Anisotropic Filtering Option | | 01/18/2020 01:18 AM |
| 682 | Cemu | Bug | New | Normal | Graphic | Vulkan Errors crashing BoTW to desktop | | 09/08/2023 06:06 AM |
| 272 | Cemu | Bug | New | Normal | Graphic | Vulkan: Characters won't render in The Wonder 101 | | 04/10/2021 05:26 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 |
| 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 |
| 681 | Cemu | Bug | New | Normal | Input | Wheel of Fortune/Jeopardy 2 player mode | Petergov | 08/27/2023 03:42 PM |

| # | Project | Tracker | Status | Priority | Category | Subject | Assignee | Updated |
|---|---|---|---|---|---|---|---|---|
| 100 | Cemu | Feature requests | New | Normal | UI | When enabling a GraphicPack, allow the Presets and Description to show. | | 07/03/2019 11:48 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 |
| 339 | Cemu | Bug | New | Normal | Graphic | White screen while playing Tokyo Mirage Sessions #FE [ASEE01] using Vulkan | | 05/20/2020 10:28 AM |
| 688 | Cemu | Bug | New | Normal | Compatibility | Wii Fit U crashes the emulator on boot | | 04/08/2024 11:43 AM |
| 546 | Cemu | Bug | New | Normal | Input | Wii MotionPlus INSIDE controllers not detected | Petergov | 07/23/2021 03:31 AM |
| 23 | Cemu | Bug | New | Normal | Compatibility | Wii Party U crashes on before loading gameplay | | 07/04/2019 12:43 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 |
| 537 | Cemu | Bug | New | Normal | Input | wiimote nunchuck input settings up, down, left, right nunchuck mapping bug | Petergov | 07/10/2021 06:32 AM |
| 177 | Cemu | Bug | New | Normal | Compatibility | Wind Waker HD - Pictoboxed sidequest bugged | | 08/24/2019 03:13 AM |
| 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 |
| 193 | Cemu | Bug | New | Normal | Graphic | Xenoblade Chronicles X Broken Cubemap Reflections | | 09/16/2019 08:49 PM |
| 166 | Cemu | Bug | New | Normal | Graphic | Xenoblade X broken bloom | | 08/28/2021 12:35 AM |
| 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 |
| 243 | Cemu | Bug | New | Normal | Graphic | Yoshi Woolly World: Wool does not render in several locations | | 06/06/2020 07:45 PM |
| 242 | Cemu | Bug | New | Normal | Graphic | Yoshi's Woolly World - Exploding vertices introduced on 1.15.6 | | 04/10/2021 04:47 PM |
| 639 | Cemu | Bug | New | Normal | Compatibility | Yoshi's Woolly World black screen with 1.27.0b | | 08/28/2022 04:17 PM |
| 274 | Cemu | Bug | New | Normal | Graphic | Zombi U Lights through the walls | | 05/03/2022 07:55 PM |
| 641 | Cemu | Bug | New | Normal | Compatibility | ZombiU blackscreen after 1.27.0 | | 05/03/2022 07:53 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 |
| 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 |
| 98 | Cemu | Feature requests | New | Normal | General | [PPC Debugger] New breakpoint events (execute and registry) | | 06/22/2019 08:03 AM |
| 228 | Cemu | Bug | New | Normal | Graphic | [Regression] Nex Remix: Stamp image no longer renders | | 12/19/2019 07:38 AM |
| 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 |
| 656 | Cemu | Bug | New | Normal | Graphic | [Wind Waker HD] Lens flare effect is missing | | 08/13/2022 08:12 PM |