

Issues

#	Project	Tracker	Status	Priority	Category	Subject	Assignee	Updated
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
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
292	Cemu	Bug	Closed	Normal	Compatibility	[Regression] starting with Cemu 1.17.4 "One Piece: Unlimited World Red" (AUNPAF) doesn't start/work anymore		05/16/2020 03:33 PM
220	Cemu	Bug	Resolved	Normal	Compatibility	Regression - starting with Cemu 1.15.18 "Fist of the North Star - Ken's Rage 2" doesn't work anymore		04/10/2021 04:42 PM
183	Cemu	Bug	Closed	Normal	Compatibility	The Legend of Zelda Breath of the Wild doesn't start anymore with Cemu 1.15.13b		08/31/2019 08:20 AM
526	Cemu	Bug	New	Normal	Input	THE AMAZING SPIDERMAN 2 - button assignment problem	Petegov	06/06/2021 10:18 AM
307	Cemu	Bug	Closed	Normal	Input	Controller API "DSUClient" input lag	Petegov	04/05/2020 11:46 AM
298	Cemu	Bug	New	Normal	Input	Rumble effect feedback in "Options/input setting/additional settings/Rumble" changes while in-game (much lower effect)	Petegov	03/26/2020 12:01 PM