

## Issues

#	Project	Tracker	Status	Priority	Category	Subject	Assignee	Updated
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
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
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
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