

Issues

#	Project	Tracker	Status	Priority	Category	Subject	Assignee	Updated
508	Cemu	Bug	New	Normal	Graphic	Paper Mario Color Splash - Blackscreen after turning off Separate Gamepad View		04/11/2021 11:37 PM
241	Cemu	Feature requests	Resolved	Normal	UI	Have Cemu remember the screen size/position between the Game List and when Playing a Game		03/27/2020 04:04 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
100	Cemu	Feature requests	New	Normal	UI	When enabling a GraphicPack, allow the Presets and Description to show.		07/03/2019 11:48 PM
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
56	Cemu	Feature requests	New	Normal	Sound	Implement support for bootSound.bsnd when compiling shaderCache.		05/05/2019 06:43 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
208	Cemu	Feature requests	Closed	Normal	UI	Right-click Context Option to Rename Games	Petergov	11/15/2019 10:39 PM
84	Cemu	Feature requests	In Progress	Normal	Input	Add a mappable action for Shaking a Wiimote	Petergov	07/03/2019 10:27 PM