Setup Guide to Modding The Legend of Zelda Tears of the Kingdom – Update 03/06/2023
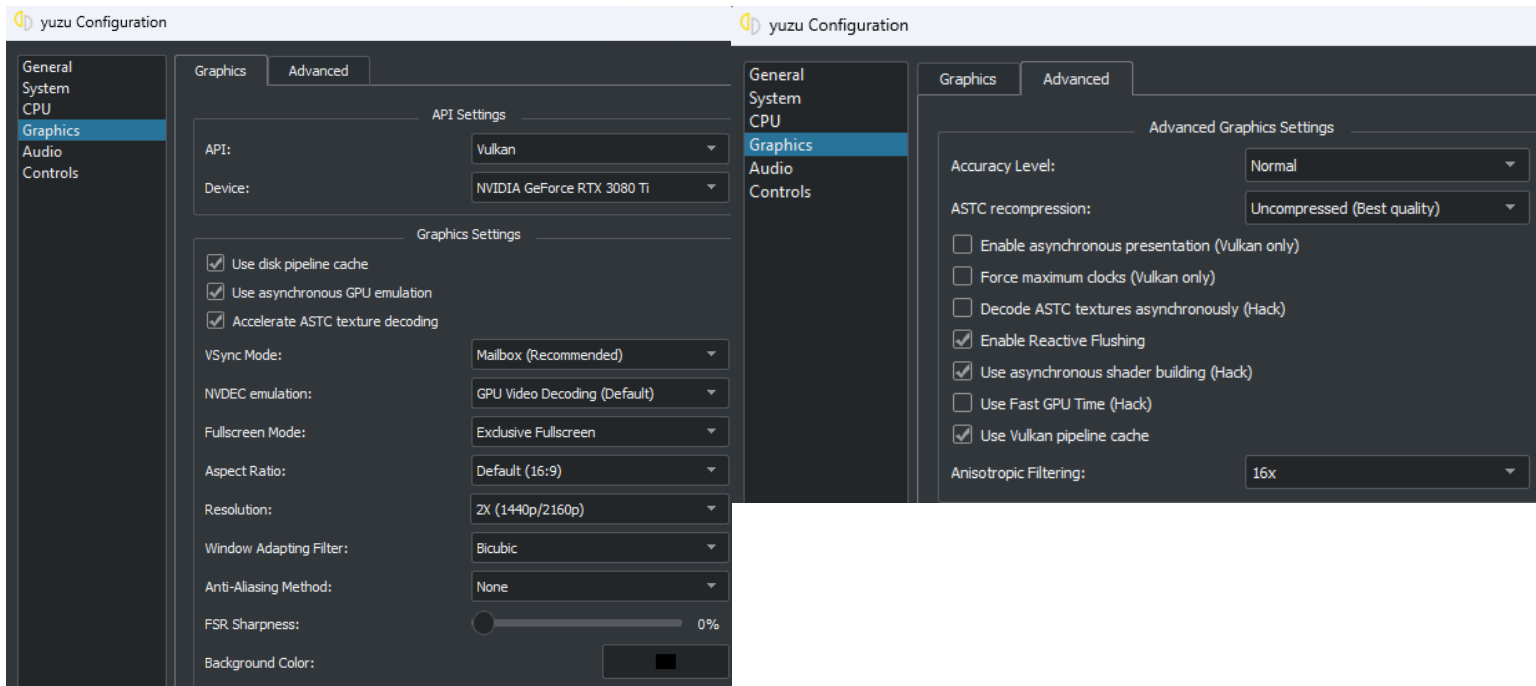
By Socats.

MANUAL SETUP:

Step 1:

- If not done already, please follow the QuickStart Guide to setup Yuzu and your Game correctly.
- You should use the Update 1.1.1/1.1.2 of the game.
- You should use the latest EA/Mainline version of yuzu.
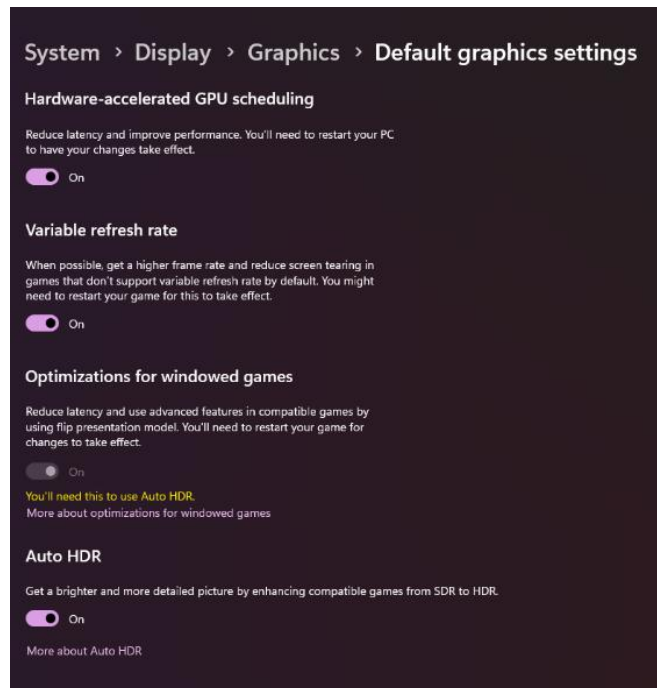- If you did not already, please download the Latest Community Mods.

Step 2: Now that yuzu and the game is setup correctly, open yuzu's configuration by clicking on **Emulation > Configure > Graphics** and change your settings accordingly:

Notes:

- **Resolution** should be set according to the Resolution Mod (Picked in Step 3) * the scaling to match the desired resolution output. (2x or 4x are recommended).
- For **Window Adapting Filter** use**:**
  - Bicubic if the render resolution is above your monitor resolution (Or if using DLDSR).
  - Bilinear if the render resolution is equal to your monitor resolution.
  - FSR if the render resolution is under your monitor resolution.
- **Anti-Aliasing Method** should be set to None if using DLDSR (See step 2.5).
- If your GPU has low VRAM (4Gb~6Gb), you should set ASTC Recompression to BC3.
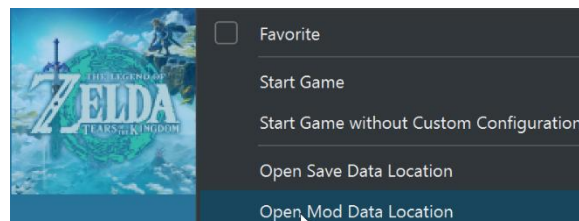
- For the recommended Windows Settings, go to **Windows settings > System > Display > Graphics > Default > Graphics Settings**:
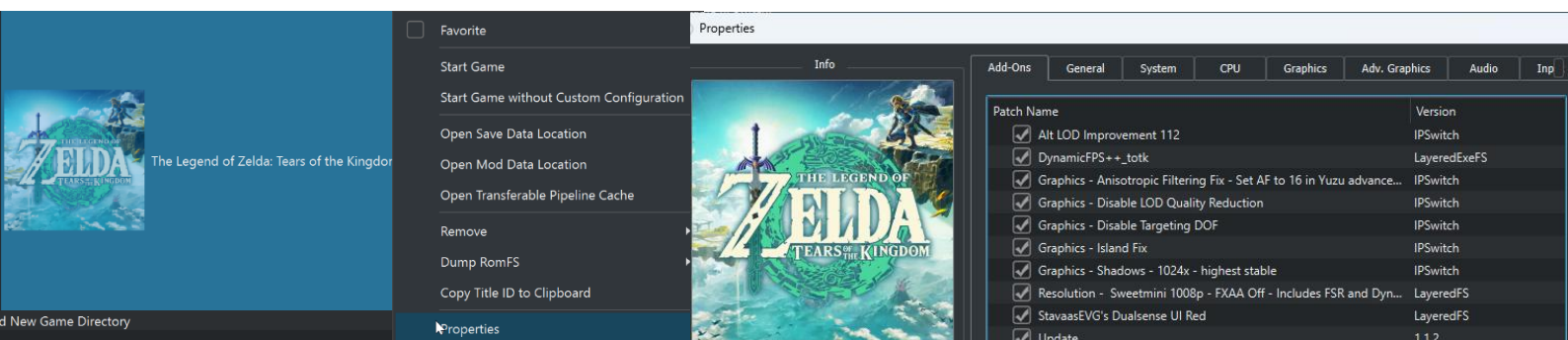

Note: **Variable Refrest Rate (VRR)** and **Auto HDR** options are only available for capable displays.

Step 3: Pick your mods (Yeeppyyyy)

- Open your Zelda TOTK Mod Folder, by right clicking the game in **Yuzu > Open Mod Data Location.**

- Open the Latest release of **TOTK-Mods-Collection_vXXX.zip** you previously downloaded and follow the next steps to build your mod Loadout.
- Once you've chosed your mods, **slide their folder** into your **Mod Data Location.** You can check which mods are enabled/disabled by right **clicking the game on Yuzu > Properties**.

MAKE SURE THAT YOUR MODS MATCHES YOUR GAME VERSION!

For ~~Small brains~~, Mods **highlighted** are recommended.

I. In **Mods > FPS:** Pick your preferred FPS options and slide their folders into your TOTK Mod Folder:

    a) **DynamicFPS++** + UI Blackscreen Fix **(Unless you're using a Controller Ui Mod)**

    b) **Or** a combination of 20/30/60FPS static + DynamicFps + UI Blackscreen Fix for better modularity.

DO NOT combine FPS++ with DynamicFPS or a static FPS Mod as it is already included.

II. In **Mods > Resolution:** If you want to play below/above Native internal resolution (= 900P) Pick **One** of the Resolution Mods:

- 720p: For a small boost of performance over Native.
- 1008P: The highest resolution before the Ingame Ambient Occlusion (AO) **breaks** Above 2x Yuzu's resolution scaler (Yuzu related bug, might be fixed later).
    - Chuck's 1008P: a standalone 1008p Mod.
    - **1008P FXAA** On**/Off:** already disables the **Ingame** FXAA, FSR and Dynamic Resolution. **DO NOT combine these mods with other mods that touches FSR, FXAA and/or DynRes.**
- 1026p: Doesn't break AO but makes it flicker inside other shadows.
- 1080p: Highest Internal resolution but Breaks AO above 1x scaling.

III. In **Mods > Graphics**: You'll find all the other Visual modifications/fixes:

    a) You may want to pick a Shadow resolution mod:

- 256x and 512x: Lower resolution than Native and may help with performance.
- **1024x:** The Highest stable Shadow resolution and improves the quality a bit.

    b) You should pick your preferred graphic modifications and fixes to the game engine:

- **Anisotropic Filtering (AF) Fix:** Fixes Yuzu's AF option that was not properly applied.
- Disable LOD quality reduction: Disables LOD changes When FPS drops.
- LOD improvement: Increase LOD quality.
- **Island fix**: Fix the outlines on distant islands when playing above 1x scaling.
- Disable Targeting DOF: Disables the Depth of Field used when targeting an Enemy.
- Remove Lens Flare: Disables the Lens Flare effect when looking at the sun.
- Disable Internal FXAA: Disables Game's anti-aliasing. **if not included in the resolution mod you picked**.
- Disable Internal FSR downscaling: Disables Game's super resolution, which often reduce the image quality **if not included in the resolution mod you picked.**
- Disable Dynamic Resolution when Low FPS: Disables changes of game's resolution when fps drops **if not included in the resolution mod you picked**.

IV. In **Mods > Aspect Ratio**: If you have a Display that has a special aspect ratio you might want to check the Aspect Ratio mods to pick the right mod for your display.

V. In **Mods > Controller UI Mods:** You might also want to use a UI Mod for your controller.

- Playstation UI Mod.
- Xbox UI Mod.
- Steamdeck UI Mod**.**

Note: The BlackScreenFix is already included in those mods so you should delete/disable the standalone version if you use one of the Controller UI Mods.
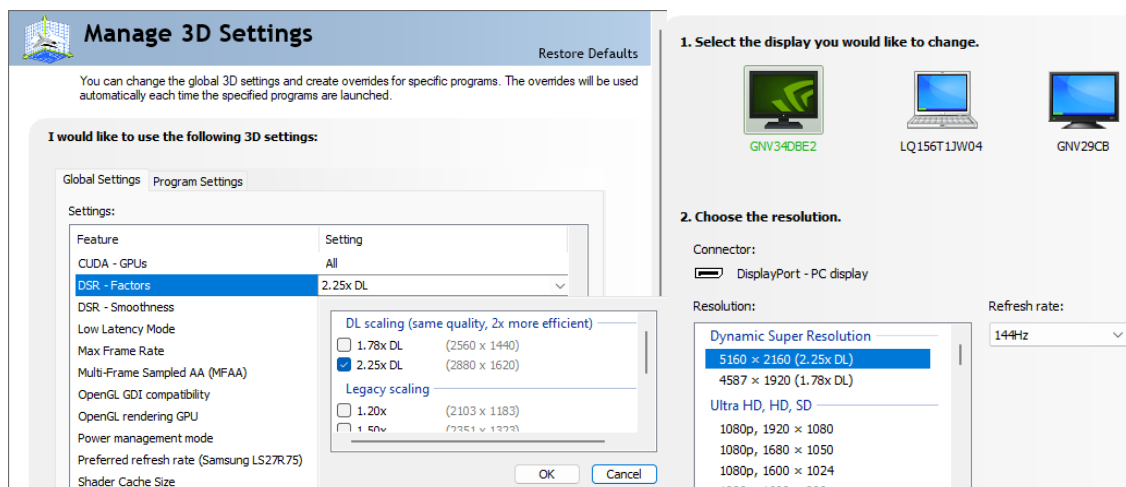
Troubleshooting:

- I want to lock my FPS to x fps: use yuzu's speed limiter or Rivaturner Statistic Server.
- My gloom is broken: Try to reset your Shadercache/reduce your upscale/use ASTC recompression.
- My framerate is bad: Play at 30 fps, double check your settings, upgrade your CPU.
- Fused Weapon Icon not complete: Known Yuzu Issue, drop it and pick it back up.
- Flashbangs of Fog/blue spaghetti when entering a shrine/teleporting: Known Issue, should not happen often.
- Lasers are not displayed correctly: Switch GPU accuracy to high and go back to normal afterward.

You are now all set and ready to go, you can launch the game and have fun!

EXTRAS SECTION:

1) If you have an RTX GPU and want a higher quality DownSampling than Yuzu's, you can use **DLDSR**:
- Open your **Nvidia control panel > Manage 3D settings > DSR > Factors > 2.25x DL.**
- Go to **Display -> Change Resolution -> Dynamic Super Resolution.**
- You will know it's working if your desktop now looks tiny, just use Yuzu as normal.

- You may also want to use this Program to switch your resolution to DLDSR whenever you launch yuzu and switch it back to regular when you close it.
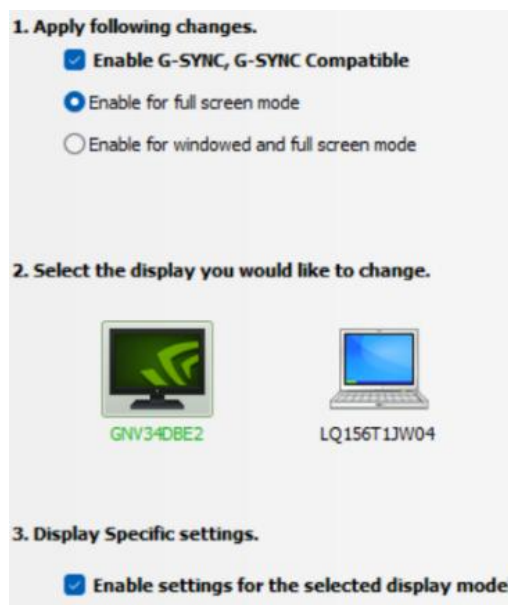
2) Here are the recommended settings For Nvidia GPUs:

Open your Nvidia control panel > Manage 3D settings > Program settings > Add > select Yuzu (Or Cemu if HDR) and change your settings accordingly:

- Vertical Sync – **Off** (Or 3D Application settings if G-SYNC)
- Threaded Optimization - **On**
- Power Management Mode **- Prefer Maximum Performance**.
- Vulkan/OpenGL present method – **Prefer Layered DXGI Swapchain**.

Then click **Apply** on the lower right corner.

- If you want to use G-SYNC, make sure to use the right settings in > Setup G-Sync:

3) If you want to use HDR with Yuzu, rename your Yuzu main folder to Cemu and yuzu.exe to cemu.exe.
   a. For better performance in Fullscreen and Auto HDR:
      ▪ Download Nvidia Profile Inspector, extract it and launch it.
      ▪ Enable the **Show unknown settings from NVIDIA predefined profiles** option in the far right of the toolbar on top (the magnifying glass).
      ▪ Scroll down to section **8 - Extra** and locate the **OGL_DX_PRESENT_DEBUG** setting.
      ▪ Change it to 0x00080001 by double clicking on the value field and changing the value.

Press **Apply changes** in the top-right corner.