

Setup Guide to Modding The Legend of Zelda Tears of the Kingdom – Update: 30/05/2023

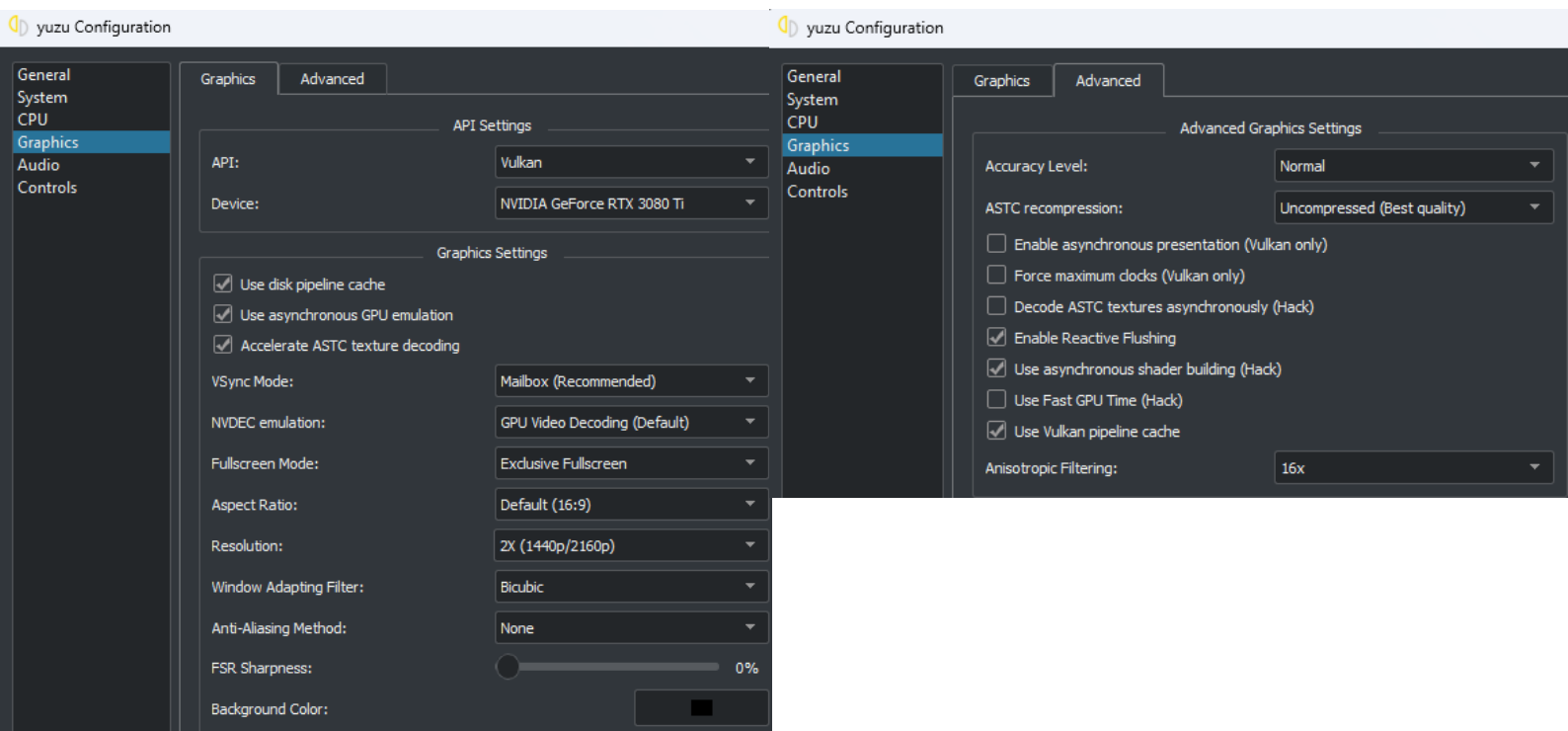
By Socats.

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 X) * 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).

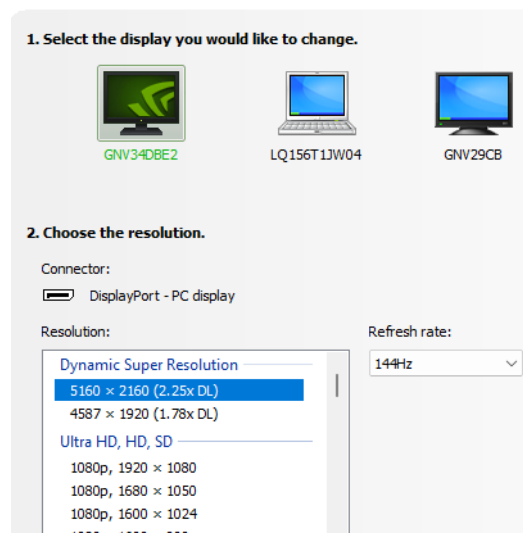
- If your GPU has low VRAM (4Gb~6Gb), you should set ASTC Recompression to BC3.

Step 2.5:

- If you want to use HDR with Yuzu, rename your Yuzu main folder to Cemu and yuzu.exe to cemu.exe.
- 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**.



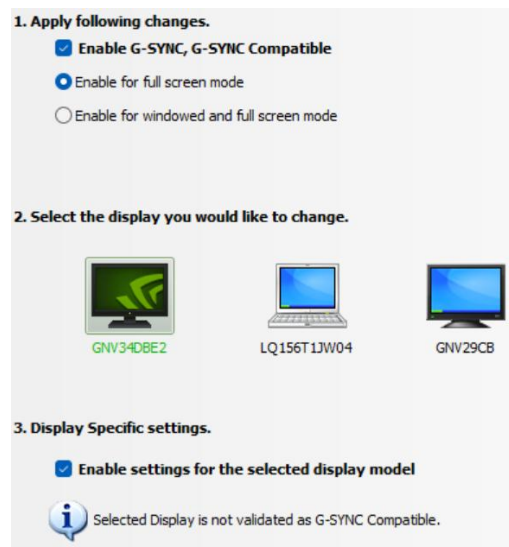
- You will know it's working if your desktop now looks tiny, just use Yuzu as normal.
 - You may want to use [this program](#) to switch your resolution to DLDSR whenever you launch yuzu and switch it back to regular when you close it.

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

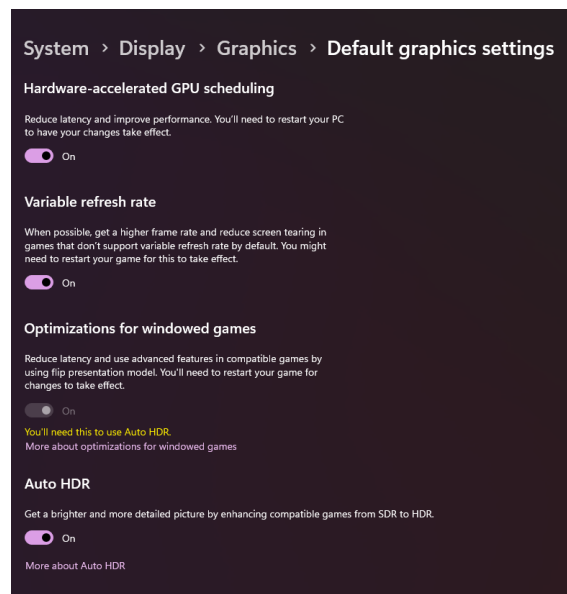
- Vertical Sync - Off
- Threaded Optimization - On
- Power Management Mode - Prefer Maximum Performance.
- Vulkan/OpenGL present method – Prefer Layered DXGI Swapchain.

Then click Apply on the lower right corner.

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



- Now go to your **Windows settings > System > Display > Graphics > Default > Graphics Settings**:



- 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 copy/pasting the value.
 - Press **Apply changes** in the top-right corner.
- Setup your Pagefile: Windows key > Search “**Adjust the appearance and performance of Windows**” > Advanced > Under virtual memory click Change > Untick “Automatically manage page file” > Chose a drive (Preferably SSD) > Toggle Custom Size and enter the following numbers and click Define:
 - For 8GB RAM: 25000 (Initial and maximum is OK)
 - For 16GB+ RAM: 20000 (Initial and maximum is OK)

Step 4: 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 these steps to build your mod Loadout:

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++** + Over 30fps BlackscreenFix.
 - b) **Or** a combination of 20/30/60FPS static + DynamicFps + Over 30Fps BlackScreenFix for better modularity.

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

- II. In **Mods > Graphics**:
 - a) In **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.
 - b) **Shadows**: You may also 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.
 - c) **Tweaks**: You should pick your preferred graphic modifications and fixes to the game engine:
 - **Anisotropic Filtering (AF) Fix**: Fixes Yuzu's AF option that wasn't 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.
 - Disable Targeting DOF: Disables the Depth of Field used when targeting an Enemy.
 - Disable Internal FXAA: Disables Game's anti-aliasing. **if not included in the resolution mod you picked.**
 - Disable Internal FSR: 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.**

- d) **Ratio:** Finally, 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.

III. You might also want to use a UI Mod for your controller that can be found on GameBanana

- [Dualsense/Dualshock UI](#)
- [Xbox/SteamDeck UI](#)

Note: The BlackScreenFix is already included in those mods so you should delete/disable the standalone version if you use a different layout.

Troubleshooting:

- I want to lock my FPS to xfps: use yuzu's speed limiter or Rivatuner 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, shouldn't happen often.
- Lasers aren't displayed correctly: Switch GPU accuracy to high and go back to normal afterward.

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

