

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

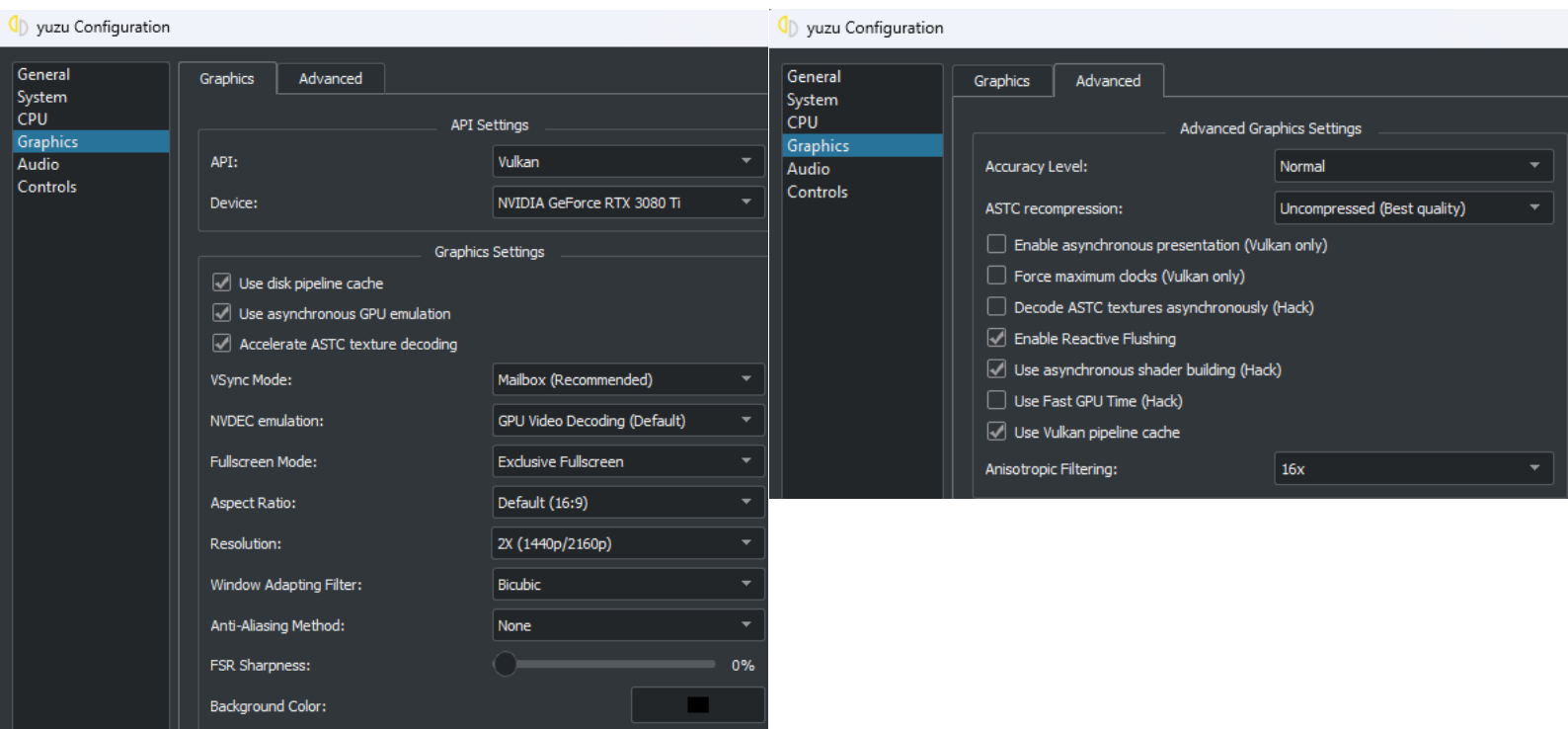
By Socats.

### 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:

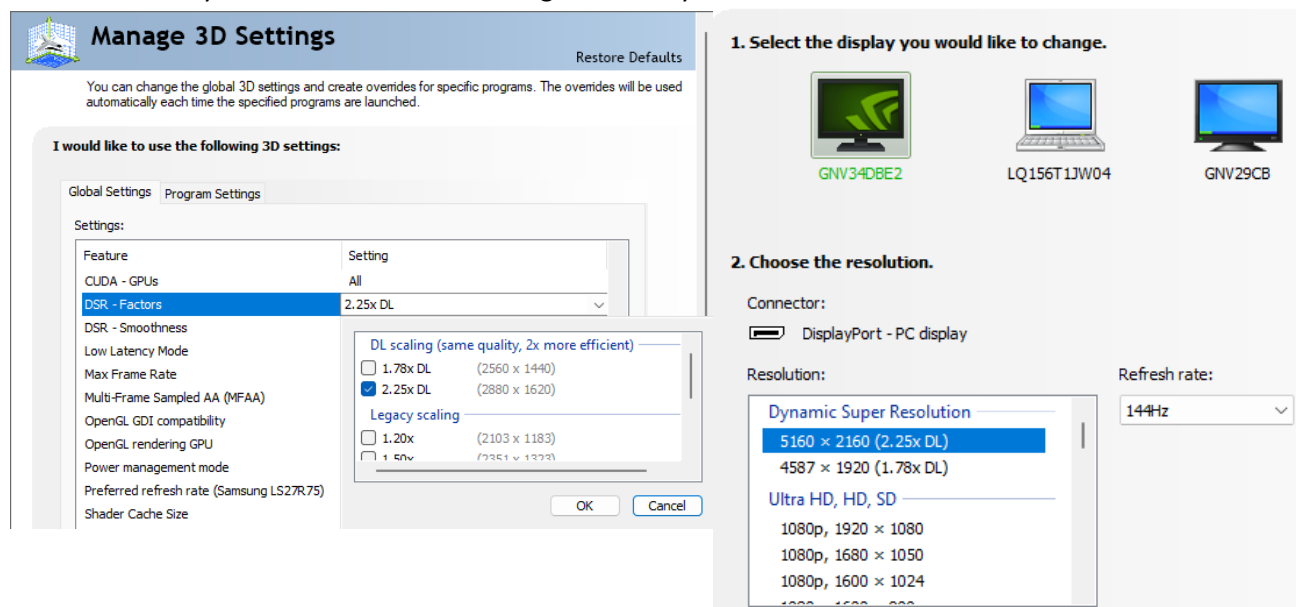


#### Notes:

- **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 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.

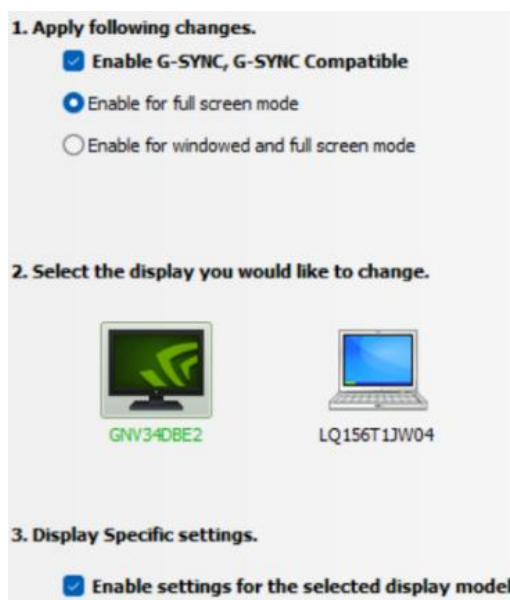


**Step 3:** Open your Nvidia control panel > Manage 3D settings > Program settings > Add > select Yuzu (Or Cemu if HDR) and change your settings accordingly:

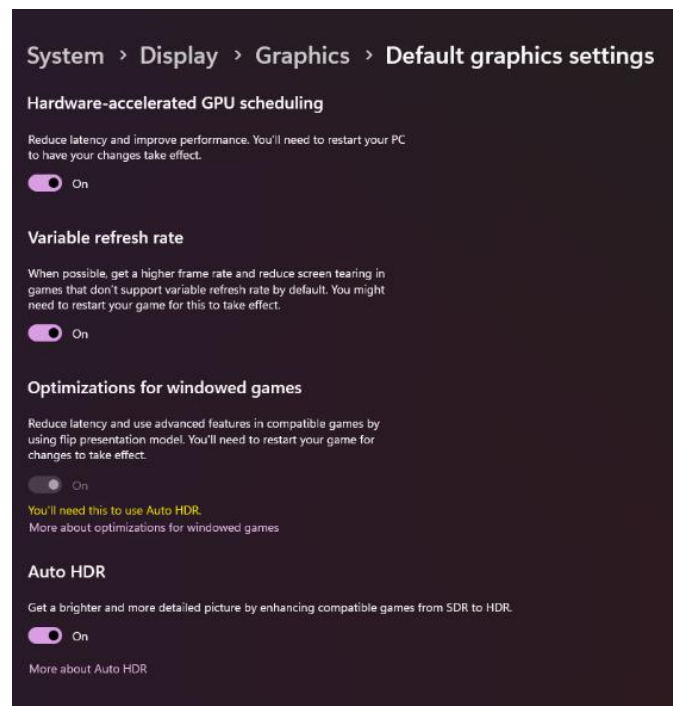
- Vertical Sync – **Off** (Or 3D Application settings if G-SYNC)
- Threaded Optimization - **On**
- Power Management Mode - **Prefer Maximum Performance**.
- Vulkan/OpenGL present method – **Prefer Layered DXGI Swapchain**.

Then click Apply on the lower right corner.

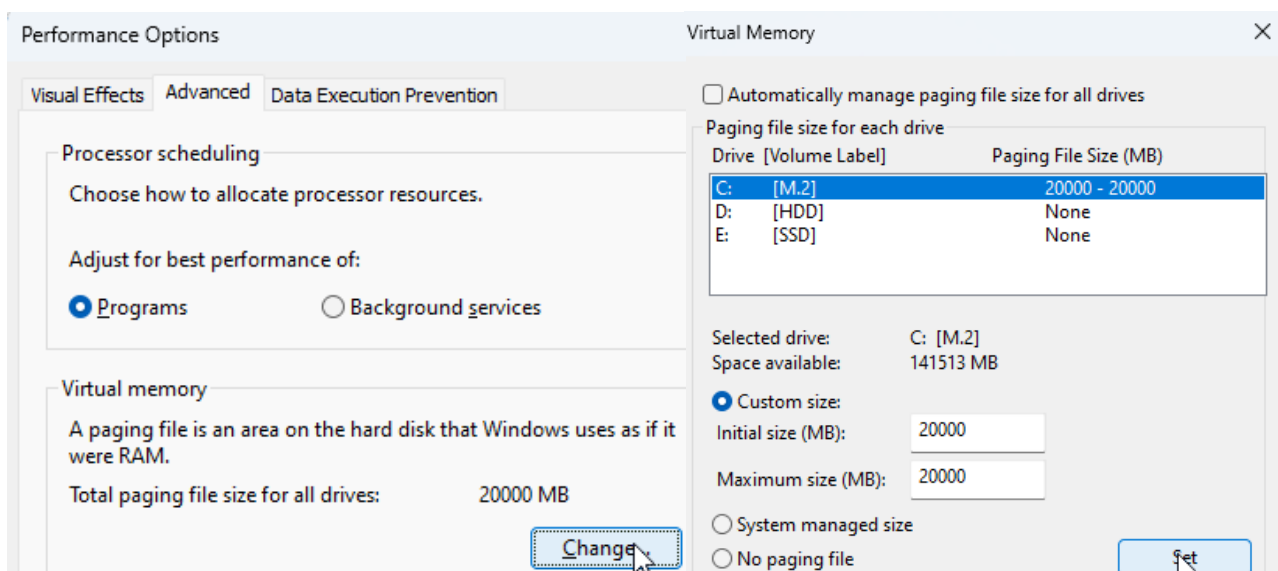
- If you want to use G-SYNC, make sure to use the right settings in > Setup G-Sync:



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

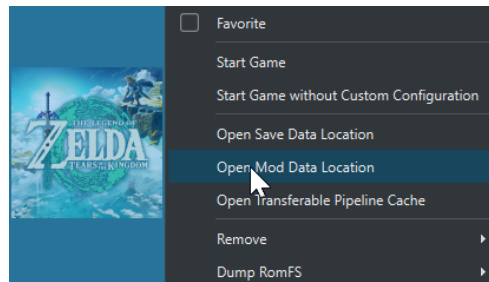


- If you want to use HDR with Yuzu, rename your Yuzu main folder to Cemu and yuzu.exe to cemu.exe.
  - o For better performance in Fullscreen and Auto HDR:
    - Download [Nvidia Profile Inspector](#), extract it and launch it.
    - Enable the **Show unknown settings from NVIDIA predefined profiles** 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.
- 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 Set:
  - o For 8GB RAM: 25000 (Initial and maximum is OK).
  - o For 16GB+ RAM: 20000 (Initial and maximum is OK).

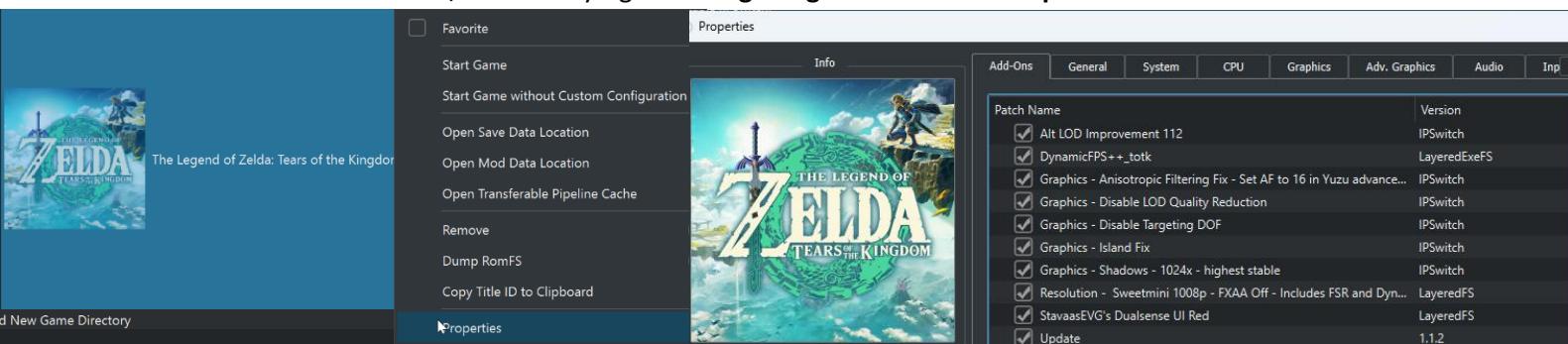


#### Step 4: Pick your mods (Yeeppyyyy)

- 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 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:

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



