

## Setup Guide to Modding The Legend of Zelda Tears of the Kingdom – Update 06/06/2023

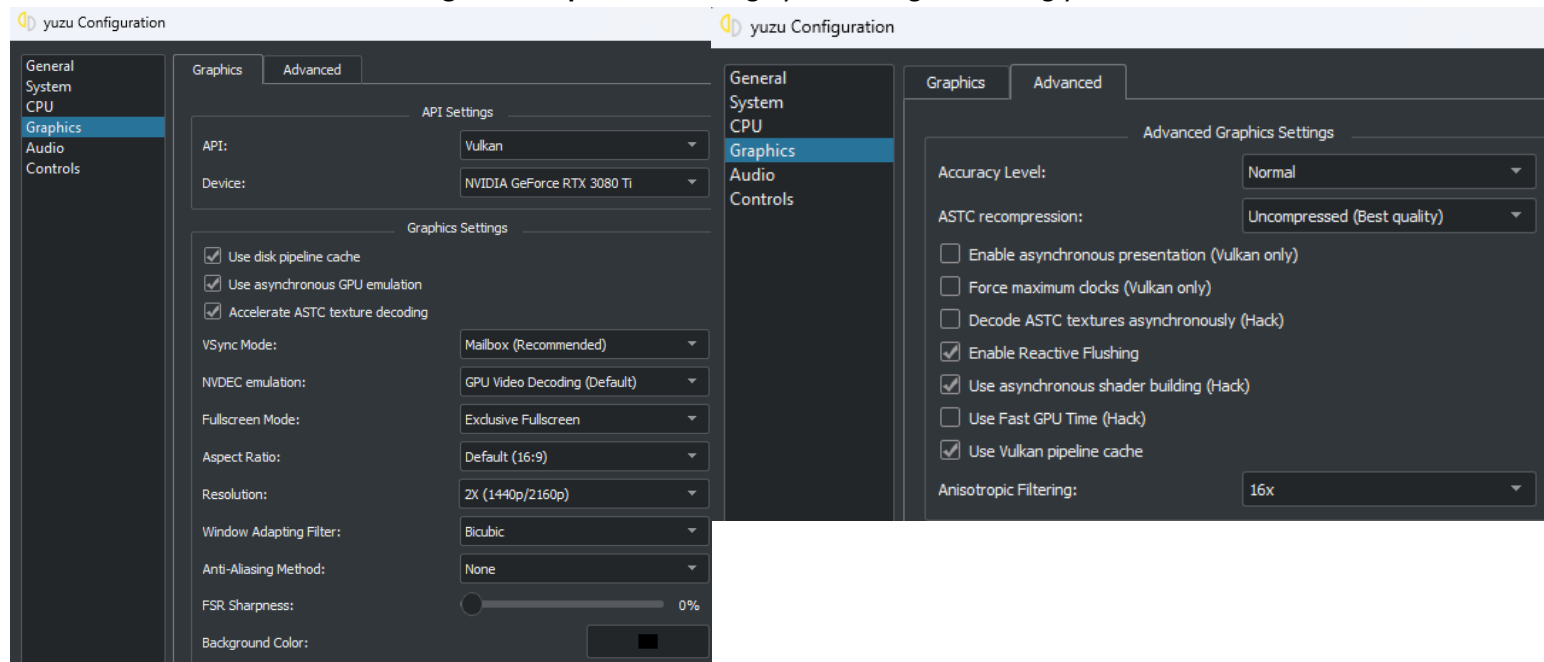
By Socats. With the help of SpockBauru and HoverBike.

### 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](#).

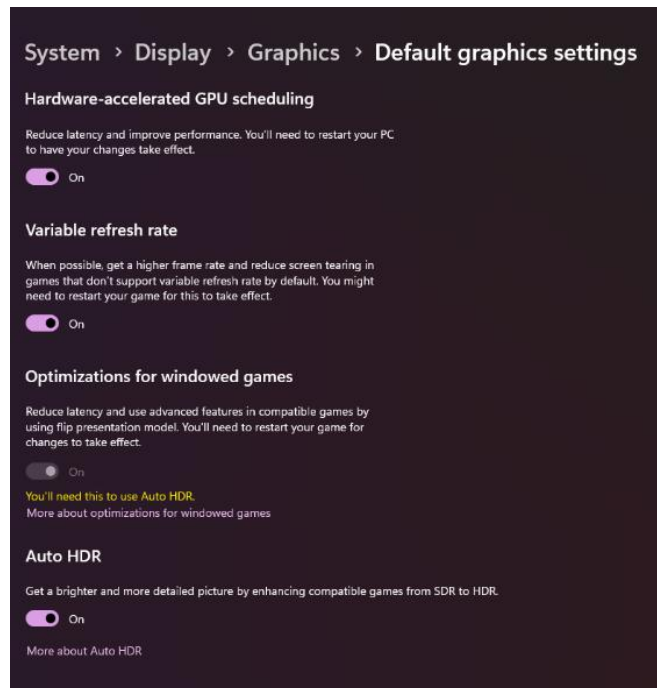
**Step 2:** Now that yuzu and the game is setup correctly, open yuzu's configuration by clicking on **Emulation > Configure > Graphics** and change your settings accordingly:



#### 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:
  - o Bicubic if the render resolution is above your monitor resolution (Or if using DLDSR).
  - o Bilinear if the render resolution is equal to your monitor resolution.
  - o FSR if the render resolution is under your monitor resolution.
- **Anti-Aliasing Method** should be set to None if using DLDSR (See Extra steps).
- ASTC recompression depends on your GPU VRAM:
  - o BC1 for 2Gb.
  - o BC3 for 4~8Gb.
  - o Uncompressed for more.

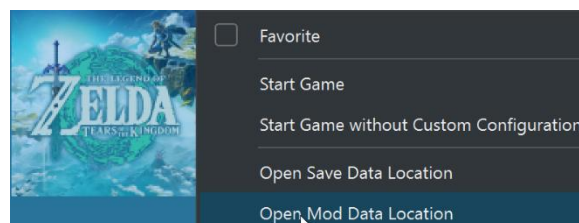
- For the recommended Windows Settings, go to **Windows settings > System > Display > Graphics > Default > Graphics Settings**:



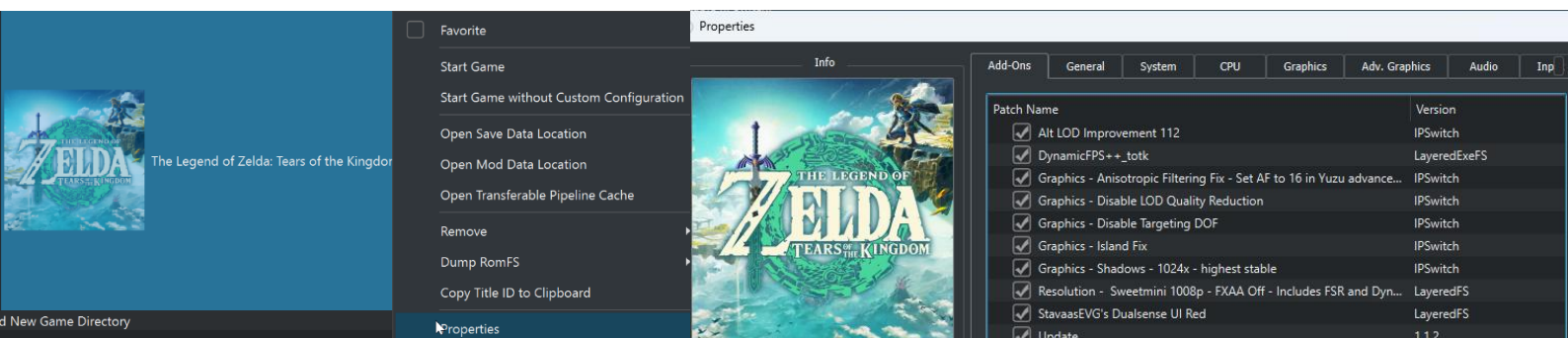
Note: **Variable Refrest Rate (VRR)** and **Auto HDR** options are only available for capable displays.

### Step 3: Pick your mods (Yeeppyyyyy)

- 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++ and UI Blackscreen Fix. **(Unless you're using a Controller Ui Mod)**
- b) **Or** a combination of:
  - 20fps, 30fps or **60FPS static**. Choose according to your Hardware/preferences.
  - **DynamicFPS**.
  - **UI Blackscreen Fix**. **(Unless you're using a Controller Ui Mod)**.

**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: 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. **Combine with Disable LOD Quality Reduction or you'll experience huge stutters.**
  - **SweetMini 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: Does not break AO but makes it flicker inside other shadows.
- 1080p: Highest Internal resolution but Breaks AO above 1x scaling.

### III. In **Mods > Graphics**: You will 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**: Highest stable Shadow resolution and improves the quality a bit. Also fixes flickering shadows issues.
- 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. **MANDATORY if using Chuck's Resolution Mods and not necessary if using Sweetmini's Res Mods.**
  - **LOD Improvement**: Increases LOD quality. Same or better performance in some cases.
  - 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.
  - CameraJPEGQualityIncrease: Increases the Quality of Ingame Camera Photos.
  - 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:

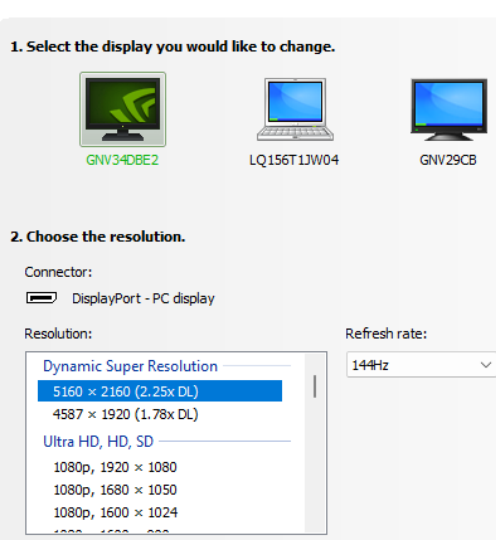
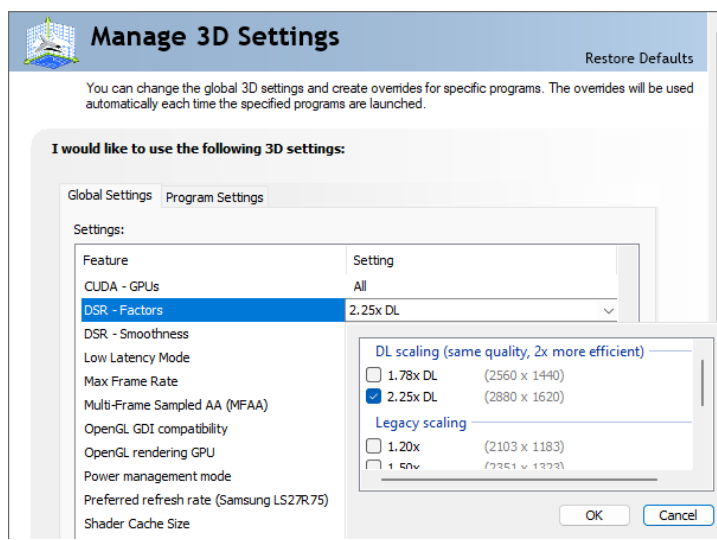
- I want to lock my FPS to x fps: use yuzu's speed limiter or Rivatuner Statistic Server.
- My gloom is broken: Try to reset your Shadercache, reduce your upscale or use ASTC recompression.
- My framerate is bad: Play at 30 fps, double check your settings, upgrade your CPU.
- Fused Weapon Icon not complete: 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.



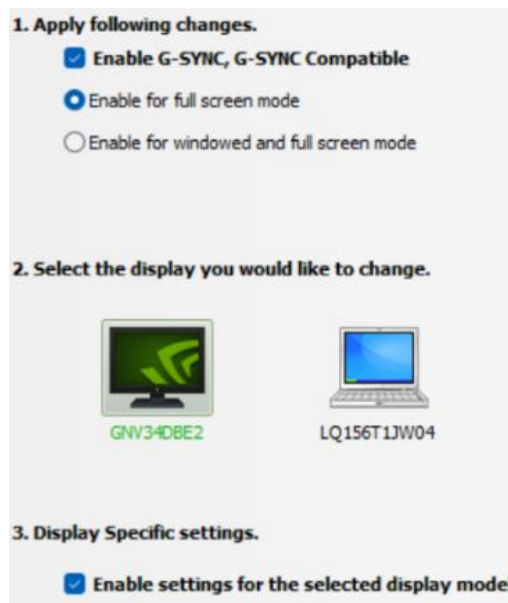
**2)** Here are the recommended settings For Nvidia GPUs:

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.

- 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.