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## How to get 60 fps botw cemu

If you require additional guidance, join the official Cemu Discord Server for support. In this part, we will explore how to transfer Wii U games, updates, DLC, saves, and account data to your PC using a dumping application on the Wii U browser. To do this, follow these steps: **\*\*Requirements\*\***: A Wii U console, a FAT32 formatted USB storage device or SD card, and guiformatOpen (for devices larger than 32GB). **\*\*Preparations\*\***: Turn on your Wii U, load up the account you're using online, and ensure "Save password?" is enabled. **\*\*Launching Dumping\*\***: Return to the Wii U Home Menu, insert a disk if needed, and launch the browser to access . Tap Launch Dumping. Dumping can be used for both game and file dumping. It's recommended to dump disc games first, followed by relevant online files. This allows you to download digital games, updates, or DLCs directly from eShop servers, which may be faster due to slower Wii U transfer speeds. You can also use Dumping to dump other titles on your system if needed. **\*\*Game Discs\*\***: Select Dump a game disc, ensure the desired Wii U Account is set, and start dumping. This may take some time. **\*\*Online Files\*\***: Select Dump files for Cemu online, ensure the desired account is set, and start dumping. **\*\*Friend List Application\*\***: Install it like any other game dump in the next section. Exit Dumping and turn off your Wii U. Remove the USB storage device or SD card from the Wii U and insert it into your PC. Launch Cemu, then click File -> Open Cemu Folder to copy otp.bin and seeprom.bin from the /dumping/Online Files folder to your Cemu folder. Copy sys and usr folders from /dumping/Online Files/mlc01 on your SD/USB device to the mlc01 folder in Cemu. Overwrite any files if prompted. Now that you have transferred your online data and dumps, you can proceed to the next step, which covers installing games in Cemu. If you require further assistance, ask on the official Cemu Discord Server for help. Using Cemu with your Wii U console allows for online play with both Cemu users and real Wii U players, as long as you make Nintendo think that the connection is coming from your console. This means you'll need to avoid using mods, cheats or hacks, sharing online files, or playing on multiple devices simultaneously. Additionally, refrain from reformatting or selling your Wii U console without properly unlinking your account and transferring necessary files. To get started with Cemu online, ensure your console is not reformatted and follow these requirements: a FAT32-formatted USB storage device or SD card, and online files from your Wii U (using dumping). To enable online mode, open the Cemu emulator, navigate to Options -> General settings, then check the box Enable online mode. You can disable online features at any time by unchecking this box. If you need assistance, ask on the official Cemu Discord Server. For playing The Legend of Zelda - Breath of the Wild, consider installing graphic packs and increasing FPS for a smoother gaming experience. Given article text here Looking forward to seein everyone at the meeting tomorrow and discussin our strategies. If you have a monitor that isn't 16:9, you may change the aspect ratio to match it in Cemu. The game runs on a 16:9 aspect ratio on the Wii U. You can adjust the resolution to a higher value, such as 1080p or 2160p (4K), if you have a more powerful GPU. To get the best performance, consider using the Vulkan rendering API. If you have a lower resolution monitor, setting your resolution to a higher value can improve anti-aliasing, but this is computationally expensive. The game has anti-aliasing enabled by default, and we recommend leaving it that way. You can adjust other settings, such as shadows, to get the best performance for your system. For example, increasing the shadow resolution can make them sharper, but decreasing it can improve performance. Setting the draw distance of shadows can also be adjusted to balance quality and performance. We recommend setting it to "Very High" to increase draw distance without sacrificing too much detail. It's recommended to configure your own settings for optimal performance. These settings should work for most people as a base, but if you need help, ask on the official Cemu Discord Server. Set up your game settings for a smoother experience. Resolution and anti-aliasing go hand in hand - crank up the resolution for better image quality but beware of performance hit. Play around with different resolutions to find what works best for you. Anti-AliasingBOTW has it on by default, use NVIDIA's or turn it off if needed. Don't mess too much with this. Shadows can be tweaked in Cemu - higher res makes them look better but might cause issues. 300% is a safe max to avoid problems. Shadow Draw Distance controls how far shadows render; set it high for longer reach but be aware of bluriness. Now that you know what's what, customize your settings as per your needs. These presets should work fine for most people, but if not, join the Cemu Discord for help. This guide explains installing game dumps in Cemu - follow the "Installing Dumps" tab to get started. Downloading from eShop is easy: 1. Open Cemu 2. Tools -> Download Manager 3. Select your account and click Connect 4. Right-click on the title you want, then "Download" 5. Repeat for updates and DLC Once installed, your game should be ready to launch in Cemu. Installing dumps: 1. Open Cemu 2. File -> Install Game Title or Update/DLC 3. If using Dumping, navigate to its folder; otherwise, find the dump on your SD card or USB storage 4. Select the meta.xml file from the game's meta folder - Cemu will do the rest. Note: Linux users might encounter issues installing updates/DLC; try extracting directly to the mlc01/usr/title directory. Transferring saves: 1. Open Cemu 2. Right-click on your game and select Save Directory 3. If using Dumping, navigate to dumping/Saves/(Game Title); otherwise, find the dump folder Save backups by copying and pasting game contents to the save directory you opened from Cemu. Install updates and DLC once you've got the base game running. This is important for some games, like Breath of the Wild, which need the latest update to work in Cemu. Now's a good time to get all your games installed on Cemu, ready for the next step: setting up online multiplayer. Before diving into that, check if the game you're interested in playing is playable. Some games are either not supported yet or have issues with crashing or regressions due to Cemu updates or GPU driver problems. Make sure to check the Game Compatibility List and subsequent Wiki entries for any outdated testing results. If you encounter a "Loading..." / Crash to Desktop issue, try checking if Cemu.exe is running in the background on Windows. You can also temporarily rename your shaderCache folder to test a fresh cache. If that doesn't help, make sure Cemu is fully closed and then rename back to the original name. Be careful not to accidentally load an update or DLC as a game or merge their data into the base game, which can cause issues. Also, be aware that dumping software may sometimes produce incomplete or corrupt data. Stick to using dumping or other supported methods to dump your games, as illicitly obtained game data will result in being banned or warned. You've encountered issues with your keys.txt file after attempting to dump game software using an incorrect homebrew, resulting in a corrupted key. To resolve this, follow these steps: If the error "Error: Can't initialise DirectInput" occurs, try unplugging and replugging your controller while restarting your computer. Ensure you're running the latest official version of Cemu and Windows 10/11. Constant stuttering or visual lag during gameplay can be caused by shaderCache creation or Vulkan's pipelineCache creation. To alleviate this: - For games using OpenGL, the shaderCache will build as you play, becoming nearly negligible. - With Vulkan, a pipelineCache is required; its cache type builds quickly and has minor stutter. Rebuild from scratch every time GPU drivers or Cemu update. To disable preload notifications for shader caches: 1. Go to Options -> General settings -> Overlay. 2. Turn off the notification. Unfortunately, you cannot create a precompiled shader or pipeline cache before playing the game, nor can you disable shaders or pipelines without impacting gameplay. Pre-compiled shader and pipeline caches are available at chrizzr.github.io/cemu\_shader and pipeline caches. However, not all games are supported. Async Shader Compile is only available for GPUs with drivers supporting Vulkan 1.2 or newer; navigate to Cemu's Options -> General settings -> Graphics section to enable this feature. While using Async Shader Compile, almost all shaders and pipelines will be built simultaneously while playing, reducing gameplay stalling. Newer Intel iGPUs support this feature, provided they meet the Vulkan 1.2 requirements and are using the latest available drivers. Using Steam to launch Cemu can result in conflicts with Async Shader Compile. To resolve: - Look for the Shader Precaching option within Steam's settings and disable it. - Avoid using 3rd party launchers like Steam to launch Cemu. Potential issues outside of our control may arise, especially when launching Cemu through Steam. If you're experiencing similar symptoms but aren't using Steam, refer to the section below for troubleshooting. Otherwise, apart from Async Shader Compile problems, you might also encounter controller issues due to Steam's enforced drivers, which can hinder Cemu's performance on your device. The Game's Behavior The behavior of the game can be affected by several factors, including outdated graphics, incorrect FPS settings, or corrupted data. Renaming the shaderCache folder might resolve the issue. Try renaming it back after a Cemu restart if the problem persists. Fully redumping the game, updating, and DLC from your Wii U console is recommended for all issues. Unable to fix the problem? Join us on Discord to collaborate on finding the solution.

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