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Admit it: The lure of Zelda calls even when you're away from your Nintendo console. But guess what? You can bridge the gap between your PC gaming rig and this iconic title. Dsvie into our guide and bring the magic of Hyrule to your computer! TL;DR: The desire to play Zelda on PC is widespread. Emulators, especially CEMU, offer the golden bridge. Legal considerations are paramount. A step-by-step guide to make your PC Zelda-ready! Insider tips for the best gaming experience. With the increasing sophistication of PC gaming, an unexpected twist has emerged: a surge in emulated console games. According to a survey conducted by PC Gamer in 2020, almost 15% of their readership enjoyed The Legend of Zelda: Breath of the Wild on PC through a Nintendo Switch emulator. Remarkable, right? Surprisingly, The Legend of Zelda: Breath of the Wild wasn't ever released for PC. The magic potion? A Nintendo Switch emulator like CEMU. But before you plunge into the world of Hyrule, there's some serious stuff to consider. Different countries have varied stances on game emulation. While it's cool in some places, it can land you in hot waters in others. Always do your research! Got the green signal on the legal front? Awesome! Now, Decide which Zelda game tickles your fancy and the console it's for. Seek out emulators for that console. Find the emulator with the highest compatibility for your chosen game. For our purposes, we're going with Breath of the Wild on the Wii U. Why? Simple: Wii U emulation is stable, and using CEMU is almost a dream come true. You'd need an original game copy and a custom Wii U console for game dumping. With CEMU and Breath of the Wild, the process is straightforward, thanks to their detailed game dumping guide. Embarking on the journey of emulating Breath of the Wild might seem intimidating, but with CEMU and our step-by-step guide, the path becomes a walk in the park. Let's dive into the detailed breakdown: Begin by visiting the official CEMU website. Always ensure you're downloading the software from trusted sources to prevent any malicious software from harming your PC. Once you have the ZIP file, extract it to a directory of your choice. This will be your main CEMU folder, so make sure it's accessible. Locate and run the Cemu.exe from the folder where you extracted the files. On your first run, you'll be introduced to a setup screen to configure the initial settings. The "mic path" is essentially the directory where your emulator will store vital data like saves, DLCs, and updates. Think of it as the emulator's save space. It's crucial to set this path in a location with enough storage space, especially if you plan on emulating multiple games. Here, you point the emulator to where your games are stored. Click on "Options" and then "General settings." Under the "Games" tab, add the directory where your Breath of the Wild game is located. This will allow CEMU to recognize and list the game in its interface. Emulation gives you flexibility. Whether you're using a keyboard, mouse, or an external controller, CEMU has got you covered. Under "Options," select "Input settings." Here, you can set up your preferred device and map the game controls as desired. Now, the exciting part! With everything set up, go back to the main CEMU window. Your game should be listed there. Double-click on The Legend of Zelda: Breath of the Wild, wait for it to load, and you're all set to venture into the vast landscapes of Hyrule on your PC. In conclusion, while setting up an emulator like CEMU may seem like a daunting task, breaking it down step-by-step makes the process manageable. Once done, the world of Hyrule is at your fingertips, offering endless hours of exploration and fun. Jack Miller, our experienced gaming journalist, has some juicy tips for you: Regularly update your emulator for bug fixes and performance improvements. Opt for a good PC game controller to mimic the console experience. Ensure your PC specs meet the game and emulator requirements for a seamless experience. Stepping into the realm of Breath of the Wild on your PC is more than just gaming; it's an experience, a journey, a tale waiting to unfold. Just ensure you're on the right side of the law and have the proper setup, and the world of Zelda is yours to explore. Legal considerations vary by country. Always research local laws before emulating any game. CEMU offers stable and optimized emulation for Wii U games, including Breath of the Wild. Yes, provided you find the right emulator and game copy. Ensure your PC meets the minimum requirements of both the emulator and the game for optimal performance. No, for Wii U games like Breath of the Wild, game dumping is necessary as it uses a proprietary disc format. PC Gamer - Emulation Survey 2020 GameSpot - Interviews with Robert Handley CEMU Official Documentation Welcome, players! This article will walk you through setting up BotW to play with mods. There are three different platforms you can play on: Wii U console Cemu, the Wii U emulator, on your computer Switch console Almost all Wii U mods should work on both the console and Cemu, but most Switch mods aren't cross-compatible. In addition, many mods are only compatible with version 1.5.0 of BotW. Note that any mods which edit any of the same files as each other will probably be incompatible and cause issues. Sometimes, mods that edit different files can also be unexpectedly incompatible. If you are using multiple mods and you find glitches, please figure out which mod / combination of mods is causing the issue before reporting it to the mod creator(s). Wii U Console Setting up homebrew Follow this guide to set up your Wii U console to use homebrew software. Note: SDCafine on Aroma is broken, it will cause performance issues and unexpected crashes. Please follow the following instructions for Tiramisu, and use the link above for more informations about installing Tiramisu. Setting up WUPFS SDCafine SDCafine is a Wii U homebrew program that will load modded game files from your SD card. The classic version has a history of serious stability problems, as the program eventually unloads from memory, and game files begin to revert to their un-modded state. An alternative version designed for the Wii U Plugin System (WUPS) is more stable and does not usually unload, so it is recommended. Download the latest nightly release of the Wii U Plugin Loader from here. Extract the contents of the .zip into the root of your SD card. Download the latest WUPS nightly of SDCafine from here. Extract the contents of the .zip into the root of your SD card. Create a new folder in the root of your SD Card, named sdcafine. Within that folder, create a new folder with the name of your game's Title ID. On Wii U, the JP version of BotW uses 00050000101C9300, the US version uses 00050000101C9400, and the EU version uses 00050000101C9500. Within that folder, you can create any number of folders named after the mods you want to use. When you boot the game, a menu will appear allowing you to select one to use. Inside each of those folders, create a folder named content. Your mod files will go in here. (Mods will often include a content folder already to make things clear. If using BCML, this is where you will put the contents of the exported BCML pack.) To use mods: Run the Wii U Plugin Loader option from the Homebrew Launcher Tick the SDCafine plugin on and press + to Apply Patches. Back at the Wii U menu, launch BOTW. If you have only one mod, it will load automatically. If there are multiple mods, you will be prompted to select one to use. Cemu Emulator Download Cemu Emulator You can find the latest version of Cemu Emulator on the Official Cemu Website Setting up Homebrew Follow this guide to set up your Wii U console to use homebrew software. Note: SDCafine on Aroma is broken, it will cause performance issues and unexpected crashes. Please follow the following instructions for Tiramisu, and use the link above for more informations about installing Tiramisu. Setting up WUPFS SDCafine SDCafine is a Wii U homebrew program that will load modded game files from your SD card. The classic version has a history of serious stability problems, as the program eventually unloads from memory, and game files begin to revert to their un-modded state. An alternative version designed for the Wii U Plugin System (WUPS) is more stable and does not usually unload, so it is recommended. Download the latest nightly release of the Wii U Plugin Loader from here. Extract the contents of the .zip into the root of your SD card. Download the latest WUPS nightly of SDCafine from here. Extract the contents of the .zip into the root of your SD card. Create a new folder in the root of your SD Card, named sdcafine. Within that folder, create a new folder with the name of your game's Title ID. On Wii U, the JP version of BotW uses 00050000101C9300, the US version uses 00050000101C9400, and the EU version uses 00050000101C9500. Within that folder, you can create any number of folders named after the mods you want to use. When you boot the game, a menu will appear allowing you to select one to use. Inside each of those folders, create a folder named content. Your mod files will go in here. (Mods will often include a content folder already to make things clear.) Create a file named rules.txt next to the content folder (if the downloaded mod doesn't already include one). Use this example as a template: [Definition] titleids = 00050000101C9300,00050000101C9400,00050000101C9500 name = path = "The Legend of Zelda: Breath of the Wild/Mods/" description = version = 3 fsPriority = 100 version must be set to 3 to work correctly. fsPriority determines the order in which mods are prioritized - higher numbers prioritize that mod's files over other mods. Mods without an fsPriority entry specified will default to 100. Once a mod has been added, simply enable it from Cemu's graphic pack menu to use it. You can find this menu in Options > Graphic Packs or by right-clicking a game and selecting Edit Graphic Packs. Note that most mods should not be enabled or disabled while the game is running. Switch Setting up homebrew Follow this guide to set up your Switch console to use homebrew software. This tutorial uses Atmosphere Custom Firmware (CFW). It is strongly recommended not to use other CFWs as they tend to be outdated, unsafe and/or use stolen code from Atmosphere. Running homebrew on your console may lead to it getting banned from Nintendo's online services (including eShop and game updates). Enabling airplane mode will not help, as telemetry reports are saved and sent to Nintendo the next time you connect to the internet. However, this risk is very minimal as long as you are sensible and only use a safe, sane CFW (Atmosphere and mods on offline games (don't install NSPs or pirate games!) as Atmosphere does not leave any trace on the system and disables some system telemetry. If you are paranoid, turn on Airplane Mode before running homebrew for the first time, then make a full system backup, and always stay offline until you restore that clean backup. Disabling telemetry reports The Switch version of Breath of the Wild sends many telemetry reports so when you are using mods that modify gameplay in a detectable way or add new content in any way, it is strongly recommended to disable telemetry reports because they are used by Zelda developers to understand how people play BotW and also to help them fix bugs. Mods that modify actors are especially dangerous as they might cause the game to use the ActorSystem emergency heap and trigger many memory-related play reports. To disable problematic telemetry reports: For 1.5.0, download this patch, put it in /atmosphere/execfs_patches/botw_no_telemetry/ (create new folders if required) and rename the file to 16A91992BBA71201E98756F3BC8F5D2F.ips. This patch works for the Switch 1.5.0 executable only (build ID: 16A91992BBA71201E98756F3BC8F5D2F). For 1.6.0, download this patch, put it at /atmosphere/execfs_patches/botw_no_telemetry/ (create new folders if required) and rename the file to 8E9978D50BDD20B4C8395A106C27FFDE.ips. This patch works for the Switch 1.6.0 executable only (build ID: 8E9978D50BDD20B4C8395A106C27FFDE). Installing mods In the root of your MicroSD card, there should be a folder named atmosphere. Within that folder, there should be a folder named contents. Inside that folder, create a folder with the name of your game's Title ID. For BotW on Switch, the Title ID is 01007EF00011E000. (In versions of Atmosphere prior to v0.10.0, the contents folder was instead called titles.) Inside that, make a folder called romfs. Your mod files will go in here. (Mods will often include all or part of this folder structure already, to make things easy.) To use the mod, simply boot the console into CFW, then boot the game, and the mod will be active. Note that mods are not permanently installed on the console. To remove all installed mods, simply delete /atmosphere/contents/01007EF00011E000. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of our products, analyze and improve our services, assist in our marketing efforts, and to otherwise enhance your experience on our site. You can learn more about our use of cookies in our Privacy Policy. We use cookies to enhance your navigation on our site, to analyze and understand how you use our site, to assist in our marketing efforts, and to manage our website. You can control your preferences for how we use cookies to enhance your navigation on our site, to analyze and understand how you use our site, to assist in our marketing efforts, and to manage our website. You can learn more about our use of cookies in our Privacy Policy. Whether you're in favor of emulation or not, CEMU (which is perfectly legal as long as you don't download pirated games) has great merit as it allows the significant stock of titles from the premature Wii U demise not to be forgotten. The emulator in question, however, hit the headlines mainly for the significant emulation and optimization work done with The Legend of Zelda: Breath of the Wild. In this guide we will explain how to correctly install the latest version, 1.17.1, so you can play your favorite Wii U titles. But stop the talk and let's move on to the setup guide, remembering first of all that in order to play The Legend of Zelda: Breath of the Wild First of all you must buy the original Nintendo Wii U copy. Only in this way you will not violate the law and help the developers to continue their update work. If you are looking for the Nintendo Switch emulator guide, check out our Yuzu installation guide. In this step-by-step guide, we are going to see in detail how to play The Legend of Zelda: Breath of the Wild on our PC in 1080p resolution. Obviously, the number of FPS (frames per second) achieved will depend on the computing power of your PC. The configuration we used for testing features an AMD RFX RX 480 8GB video card and an Intel Core i5 7500 processor, and the average is about 25 FPS during emulation. It is not a high average that guarantees perfect stability, but for the type of game that is the new Zelda, it may be enough. But let's not beat around the bush, I will list all the steps required to run the game and try to be as detailed as possible. CEMU: How to play The Legend of Zelda: Breath Of The Wild on PC in 4k and 60FPS The authors of CEMU have recently updated the application, optimizing the emulator for both lower performance configurations and high-end CPUs and GPUs. The result looks impressive, as evidenced by a new video showing The Legend of Zelda: Breath of the Wild for Wii U running on CEMU at 4K and 60fps. 1) Download the CEMU emulator. When the download completes, you will find a folder containing several files. This folder contains everything you need to be able to properly run The Legend of Zelda: Breath of the Wild on your PC. 2) Open the emulator by double clicking on the CEMU executable. Once open, go to the top left and click on Options. From the drop-down menu, go to the console region and select Europe. Then, from the options menu, go to the console language and click on English to be able to use the game completely in English. 3) In the Options menu, click on Graphics Package and check all the items in the window. 4) Now we need to go to configure the controller. I have used a PlayStation 3 controller connected with MotionJoy, but if you have an Xbox controller, it also works. The important thing is that it is properly connected and recognized by your PC. Again, go to Options and select Input Settings. A white window will open with a drop-down menu. From the drop-down menu, select Wii U PRO Controller. A new drop-down menu will open underneath, with the Keyboard option selected and all the buttons with an empty white bar next to them. Click on the second drop-down menu and select the second item under Keyboard. Now you have to go to configure all the buttons. If you want, you can download my configuration here. To use it, just click Import in the Input Configuration window (select the file you just downloaded, click Save and the configuration will be imported). 5) Now it's time to download the game. Search for the best torrent sites to download the torrent file. Once downloaded, open CEMU and go to File. Click on Load and open the game folder. Once inside the ROM folder select the Code subfolder and inside it you will find a file called Y-King. That will be the file we have to open. Select it, click on Open and the game will be executed. 6) Once the game has started, go to Options and select GX2SetGPUForce, to stabilize the FPS. The Legend of Zelda: Breath Of The Wild: Cemu 1.17.1 Update all drivers for your video card. First, make sure you have installed the latest drivers available for your video card by clicking on the links below. Link: NVIDIA Link: AMD 2) Download the necessary files below is the list of downloads that need to be done in advance: C++ Redistributable 2017: Download. CEMU Download. CEMU 1.17.1 CEMUHOOK: Download Shader cache (update cache 1.4.1 / 1.5.0: the link above is no longer available, but you can easily search for your shader cache with a Google search: CEMU Cache. Or take a look at this subreddit USB Helper Launcher: Download Wii U USB Helper: version 0.6.1.616 (recommended) NB: Wii U USB Helper is no longer functional, so you must download the version we insert above and then follow the steps in paragraph 7 to be able to use it. Download and unzip all the files saved on the desktop, except USB helper and Wii U USB helper for which we will create special folders (see point 7 of this guide). 2.1) Open the folder where you unzipped CEMU and copy the contents of the unzipped CEMUHOOK folder into it. 2.2) Right click on the CEMU executable file and select the "Compatibility" menu in the screen that appears. At this point, choose to always open CEMU with administrator benefits and select, at the bottom, the option "Run DPI scaling override..." and under "Disable full screen optimizations". Click Apply, then OK and close the screen. 2.3) NB: unlike previous versions of CEMU, the graphics packs are now automatically downloaded once you click on the application executable, so you no longer need to download them separately. 3) Pad Configuration 3.1) Start CEMU and from the Options menu, Input Configuration, create a new profile. 3.2) Select the options as shown in the image below. If you are using an Xbox360, DualShock 3 or DualShock 4 controller, remember to use a program like Inputmapper or DS4windows. Click on Save. Tip: If you still have noticeable fluctuations in frame rate after enabling the options below, try disabling GX2DrawDone and installing the latest version of FPS++. Tip 2: Of course, if you do not have a 4k monitor, select the correct resolution for your PC / TV. 5) Other options to configure Navigate through the CEMU menus and enable or disable these functions: VSync disabled, g2xSetGPUForceSkip: enabled; GPU buffer cache precision low; Full synchronization in GX2DrawDone (see disclaimer above). Custom timer: Default CEMU 1x / QPC in the PURGE menu: Default MM time precision 1 ms 6) Set multithreading The new CEMU now allows you to use the computing power of the new processors for graphics processing. If you have a multiprocessing processor, such as Ryzen or the new i5 / i7 with 4/6 or 8 cores, from the "UPC" menu click on "dual core" or "triple core". Tip: The last setting should only be used with machines with at least 6 cores. If you have a quad core, use the dual core option. 7) Download games with Wii U Helper USB As reported in the paragraph where we list all the files to be downloaded beforehand, Wii U Helper USB is no longer functional, but a Reddit user managed to create a launcher able to "bring it back to life". 7.1) Create three folders beforehand in the position where you want to keep your titles: "Helper" (for program files) "Helper DL" (for downloading files). "Helper EX" (for extracted files). 7.2) After downloading Wii U Helper USB and USB Helper Launcher as indicated at the beginning of the guide, follow the steps below: Extract Wii U Helper USB, then extract the launcher into the same folder ("helper" if you have chosen to call it after us); Download MakeHosts[json.exe, copy it to the folder where you have chosen to install USB helper, run it and follow the instructions; Run USBHelperLauncher.exe and follow the on-screen instructions, a hosts file will be created. Create an icon on the desktop and you will be able to use Wii U Helper USB without any problem. If prompted with a warning message, select "Cancel". 7.3) Once you have selected your Wii U region, you will be asked where to find them. Wii U title keys. For obvious reasons, we will not give you any indication on this, reminding you that the operation is legal only by purchasing the original version of the game. 7.4) Once you have selected your game, select the HELPER DL download folder and the HELPER EX extraction folder by clicking on the corresponding buttons at the bottom "Set download directory" and "Set extraction directory". 7.5) After completing this step, you can click on the blinking "Start Download" icon. You will also be prompted to install the DLCs and updates, click Yes. 7.6) Before completing the operation, click on "Download Manager" (on the right side of the program there is a slightly hidden tab indicating the download status) and then select the UNPACK option to directly unzip the files. If the option is not present, once the title download is complete, right click and select Unpack. 7.7) Start CEMU and select the Helper EX folder as the source from which to extract the titles. Solution The Legend of Zelda: Breath of the Wild and CEMU: fixes some known issues Next we are going to try to fix some known issues and bugs, in Nintendo Wii U CEMU emulator, when playing Legend Of Zelda: Breath of the Wild. When I play the game, the FPS is very low, how can I remedy it? First of all, check if you have activated all the graphics packs in the supplied package. In the last updated link I included a graphics pack that helps increase the FPS greatly. Secondly, check if you have enabled the GPUForce option as mentioned in the main guide. If that still doesn't solve the problem, you probably have too weak hardware. Remember that the emulator relies heavily on CPU for now, so you'll need a CPU that can handle the workload. I can't hear the character voices during scenes, how can I fix this? Make sure you have the game and emulator updated to the latest version. If this solution doesn't work, one user solved it like this: he was using Razer's surround software and going to disable it, and using a simple stereo peripheral, solved the problem. It seems that the emulator doesn't work if using headphones with third party programs or applications that somehow affect the audio output. I see annoying "light circles" when near a light source. This is a problem that occurs on AMD-based video cards. The emulator uses OpenGL to run, and from what I hear on the net, AMD drivers are poorly optimized for OpenGL libraries. The grass casts strange shadows! I thought I had solved this problem in an article I wrote recently, but I realized that the proposed solution caused severe texture alterations in some areas of the game. So I searched again and found a new graphics package that seems to solve the problem without creating more headaches. You can download it by clicking here. This solution is only valid for AMD cards, as NVIDIA cards do not have this problem. During fights with enemies the game "freezes". This is a problem reported by a user with an Nvidia card. Having tested the emulator on an AMD card I can't be sure of the solution, but I refer you to the video that helped the user in question. VIDEO TUTORIAL OF THE BEST CONFIGURATION TO GET THE MOST OUT OF OUR PC IN ZELDA BOTW WITH CEMU Problems with DLL files? If you happen to receive an error message related to the msvcrt140 dll file, connect to this Microsoft page and follow the instructions to resolve the error. The game does not create my saves, what can I do? Evidently there is some bug preventing CEMU from creating the save folder. The solution is to manually create your own saves. Here is how to proceed: Start the game with CEMU. At the top, next to the current FPS, there should be an entry "SaveDir: xxxxxx"; note the letters and numbers instead of the x's; download these saves by clicking here; Go to the CEMU directory; open the "mic01" folder and enter the "EmulatorSave" folder. Delete all the folders inside and copy the folder you downloaded; rename the folder with the name (letters and numbers) you wrote in the first step; Now open the game and click on New Game. The game will now save your progress. If you need further help, ask on the official Cemu Discord Server for assistance. Breath of the Wild is a particularly demanding game for a lot of systems, so people have created modifications to help you get the best performance possible in the game. This game is much more demanding on your graphics card than other Wii U titles. We recommend a more powerful GPU than the ones recommended on the home page, especially if you are interested in playing at higher resolutions and framerates. # Installing Graphic PacksTIP If you're not sure what a Graphic Pack does, please click on it and read the description before using it.Open the Cemu applicationRight click on The Legend of Zelda - Breath of the WildClick Edit graphics packsOn the bottom-right of the window, use the Download latest community graphic packs button# Increasing FPSOnce the download has finished, navigate to the Mods categorySelect and enable the FPS++ checkboxBy default, this is set to 60FPS. This increases the smoothness of gameplay, however it can cause some issuesOpen in new window. When these occur, simply set the limit to 30 until you've gotten beyond the point where the issue occurs.# Graphics and EnhancementsMinimize the mods categorySelect and enable the Graphics checkboxYou should see a menu on the right half of the window, where you can edit graphical settingsAspect RatioBreath of the Wild runs on a 16:9 aspect ratio on the Wii U. If you have a monitor that isn't 16:9, you may change the aspect ratio to match it in Cemu.ResolutionIf you have a more powerful GPU, you may be able to change the resolution to a higher value, e.g. 1080p, 1440p (2K) or 2160p (4K). For higher resolutions, consider using the Vulkan rendering API for increased performance. For lower resolution monitors, you can also set your resolution to a higher value for a higher quality anti-aliasing effect, however this is very computationally expensive.Run the game with different resolutions to see which works best for you.Anti-AliasingBOTW has anti-aliasing enabled by default. If you would like to use NVIDIA's implementation, or disable it entirely, you can switch to that here. We recommend leaving this at the default setting.ShadowsThis setting changes the resolution of the shadows. Increasing it makes shadows sharper and more accurate, while decreasing it can gain performance while sacrificing quality.Setting this to 400% may cause some instabilities so we recommend a maximum of 300%.Shadow Draw DistanceThis setting changes the draw distance of the shadows. Increasing it makes shadows render further away, but can make shadows blurrier.We recommend setting to "Very High" to increase draw distance without sacrificing too much shadow detail.Once understanding what each setting does, we recommend you configure your own options. These settings should work for most people as a base however. Since its earliest days, Cemu has consistently been the preferred platform for Breath of the Wild modders. Over the years, modders from all over the world worked to improve the game with the best content including new playable characters, extra quests, custom DLC, new content and so much more. Today, we're here to show you how to use the renowned Breath of the Wild Cross-platform Mod Loader to install and manage your BOTW mods from A to Z, and keep your mods organized without risking any interference or corruption of your precious files. If you're new to the Wii U emulation ways you can check out our Cemu guide here. BCML BCML Breath of the Wild Cross-platform Mod Loader will be our main mod manager in order to install mods easily without problems. While you can install mods without this mod manager, adding more mods will surely cause some problems without BCML. Installing Python Download the Phyton executable Proceed with the installation Since the entire program is written in Python, installing Python on our PC is a prerequisite for installing BCML. In order for everything to work correctly you need to download Python here and make sure that you have installed the x64 Visual C++ redistributable here. As shown in the pictures click on the python-3.10.9-amd64.exe folder and proceed with the installation. Installing BCML Open the Command Prompt Write these lines: pip install bcml The installation will automatically proceed After installing Python we can proceed to our next step which is installing the BCML. Head to the Command Prompt on windows, and write these specific lines. If you don't know how to open the Command Prompt you can simply click on the windows icon on the lower left side of your screen and write cmd, right-click on the Command Prompt executable, and click on run as administrator. Once the cmd window is open write these lines pip install bcml, and hit enter. BCML location Head to this specific root in your HDD Once the installation is successful all we need to do is head to the BCML executable location. If the BCML executable doesn't work you can always use the debug executable to fix any issue. Setting up BCML Hit browse Choose your Cemu location folder The other directory will automatically be chosen Choose a language Done Click on the BCML file as shown in the first picture, if it's the first time you're using the program it's going to ask you to set up the Cemu location. Hit browse and choose the location of your Cemu folder. If the path is correct all the other directories will be completed automatically (Base Game Directory, Update directory, DLC directory). Last but not least choose a language in the Game Language setting. Installing mods using BCML Head to Gamebanana and pick a mod of your choice Clicking on the link will make this window pop up on your BCML Proceed with installation Done! You can now launch your game and enjoy the mod Mipha mod! Mipha mod! All you need to do is to keep your BCML open and head to Gamebanana. You can choose any mod here, as you can see I have chosen the playable mipha mod to demonstrate. Head to the mod page and scroll down to BCML: BOTW Cross-Platform Mod Loader and click on it. This method will automatically load the mod straight to your BCML window, once it appears on the BCML window click on install and wait for the procedure to complete. Once it's accomplished a Done! window will pop up now all you need to do is to launch your game and enjoy the mod!