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r/cemu



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Not-A-myth

Which is better for BOTW? Yuzu or Cemu?

? Question

Is there any difference between the versions of BOTW for Yuzu or Cemu? Also, which one is more stable and gives better performance?

I'm new to emulation, so any help is appreciated. Thank you!



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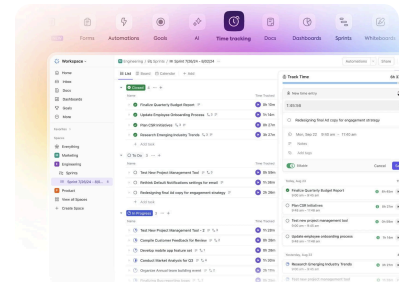
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**krautnelson** • 2y ago

I believe there are some very minor difference in things like draw distance and grass density between Switch and Wii U version, but that doesn't matter because Cemu has options for those which go way beyond what either of those consoles can do.

Cemu had more development time is thus a bit more mature than Yuzu, and BotW specifically has been optimized to death on Cemu because it's arguably one of the only three or four Wii U games that anyone is actually interested in playing. Good job, Nintendo.

I am sure that Yuzu and Ryujinx will get to similar performance and stability eventually, but for now Cemu is the definitive way to play BotW.

70 ...

**HanzoHasashi18** • 2y ago

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As an owner of a physical Wii U (since it launch on Day 1), I can confirm your comments. There are very little titles worth playing on the Wii U. The ones that are are amazing - but its like a dozen or so at most. And pretty much all first party titles (Nintendo made). I think all of them have been re-released on the Switch at this point too.

7 ...

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**TherealCarrotmaster** • 2y ago

BOTW is the only reason cemu is as good as it is

6 ...

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**Money_Psychology_275** • 2y ago

Cemu feels like a pc port. You can change graphics settings and tune it in for your system. I've got mine running at 4k 60fps with reshade. It looks amazing. Yuzu just isn't there yet. Yuzu runs almost just as well as it does on switch for me. 1080 at 30fps. I'd be happy with that but I have cemu.

Also if you have a modded switch you can convert your save between switch and Wii U. If you wanted to move your save back and forth you can still use cemu.

12 ...



[deleted] • 2y ago

I belive that Cemu is better.

10 ...

**Carlos8287** • 2y ago

Cemu as it has way better performance, I'm running it at 1440p and higher settings between 90 and 144fps depending upon what I'm doing. Yuzu you'll be lucky to maintain 60fps if you get anywhere near it in the first place

7 ...

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Cemu no contest, more mod support and stability in for no other reason than the Wii U being in existence longer than the Switch, thus more development time. I believe there's only minute cosmetic differences between the two game iterations, and the mods make most of if not all of those points moot.

That's not to say Yuzu is bad by any means; it's my preferred choice for Switch exclusives

↑ 6 ↓ ...



PageOthePaige • 2y ago

In terms of raw gameplay, the WiiU and Switch versions of BotW are virtually identical. This is by design, with the BotW dev team essentially forced to cross-make the game on both infrastructures. On console, there's performance differences, with the Switch version running much better and having slightly better draw distance among other things.

However, because the WiiU is older and has relatively simple internal architecture, WiiU emulation has gotten into a pretty good state and BotW is a huge reason why. Cemu in particular has graphics packs built in for BotW that can ridiculously up the quality of the game, and almost all mods are built with the WiiU iteration in mind. Yuzu is also harder to use than Cemu, with the latter working off just the game files whereas some titlekey shenanigans is required with Yuzu. Hacking a WiiU to dump your games is easy, whereas hacking a switch requires either a very specific model or soldering a modchip whose production led to a massive and successful lawsuit. Even if the base performance on Yuzu catches up, there's not a lot of reason to try to port a lot of mods to harder-to-run infrastructure that's harder to use.

↑ 4 ↓ ...



snarkens • 2y ago

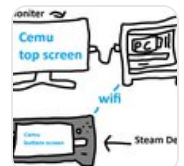
Not sure what your hardware is like but if you happen to have a steam deck, BotW is barely playable in Yuzu while it runs very well in Cemu.

↑ 4 ↓ ...



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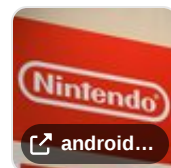
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Yuzu not performing that great for me

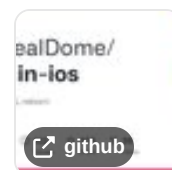
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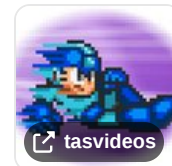
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