

BOTW MULTIPLAYER SETUP HOSTING A SERVER

Welcome to BOTW Multiplayer! There are a lot of things we need to download, and a lot of moving parts. It'll seem extremely confusing at first, but I promise it's intuitive and you'll pick it up quickly. This instruction manual is long in order to attempt to make the set up easy to understand. Thank you so much for playing and watching. It's because of you all that I'm able to fund crazy projects like this!

It is important to note however that any talk of piracy, downloading, or sharing Breath of the Wild files is illegal and will not be tolerated on any of my channels. It is expected that you have dumped the game files of your purchased copy of Breath of the Wild from your Wii U before proceeding. If you have not, there is a great guide on how to do so here:

https://zeldamods.org/w_botw/index.php?title=Help:Dumping_games&mobileaction=toggle_view_mobile

I will not be able to help you with this, so DO NOT ASK. Google is your friend.

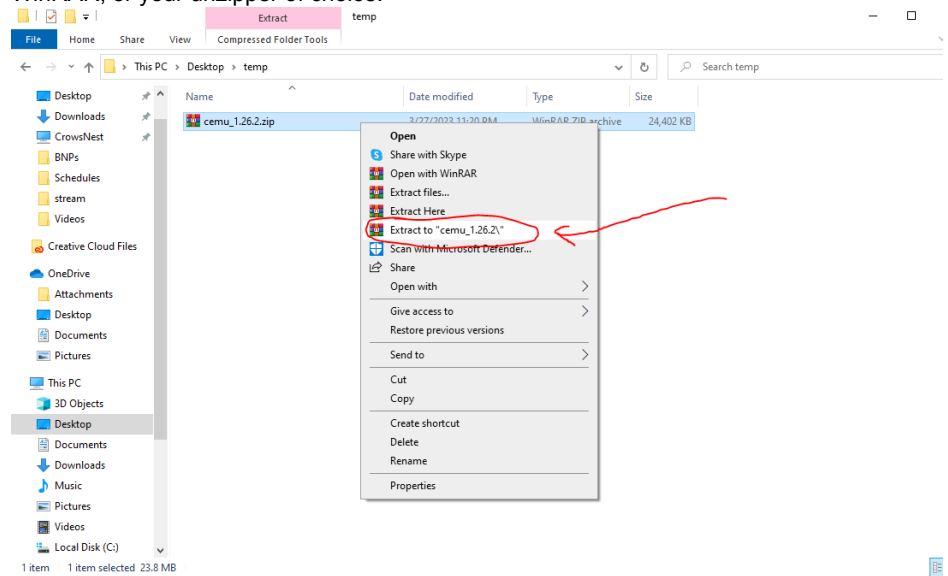
So! With that being said, here's the order of the things that we need to set up before you can play Breath of the Wild Multiplayer:

1. Setting up the Wii U Emulator (starting on page 2)
2. Setting up Breath of the Wild Mod Tools (starting on page 12)
3. Server software for Breath of the Wild Multiplayer (starting on page 16)
4. Modding Breath of the Wild (starting on page 19)
5. Connecting & Playing (starting on page 25)

Setting up the Wii U Emulator

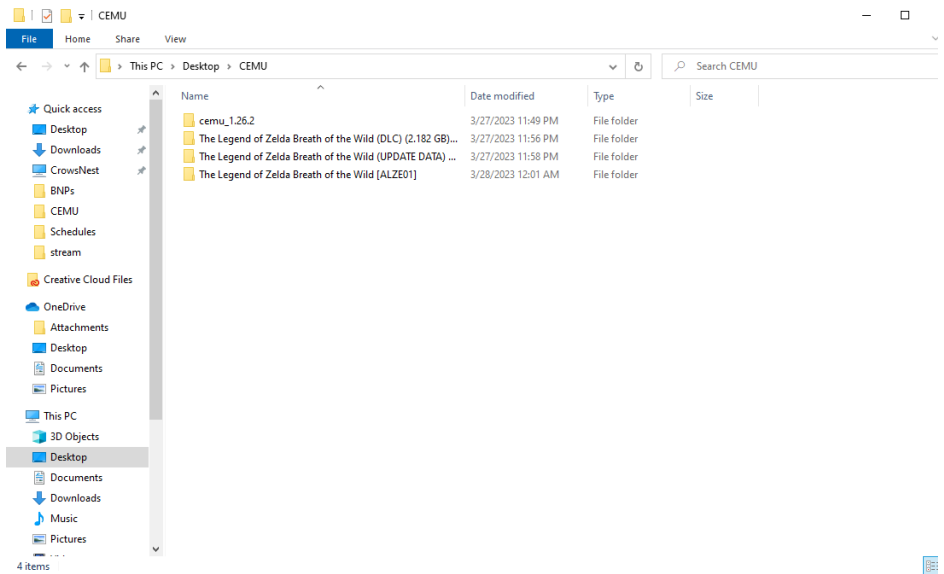
1. Create a Folder on your Desktop and call it CEMU.

2. Open this link to download Cemu 1.26.2
https://cemu.info/releases/cemu_1.26.2.zip
This is the emulator that we will use to run the Breath of the Wild game. If you have Cemu already installed, make sure that the version is on 1.26.2 or higher.
3. Now, unzip the Cemu program with either 7Zip, WinRAR, or your unzipper of choice.

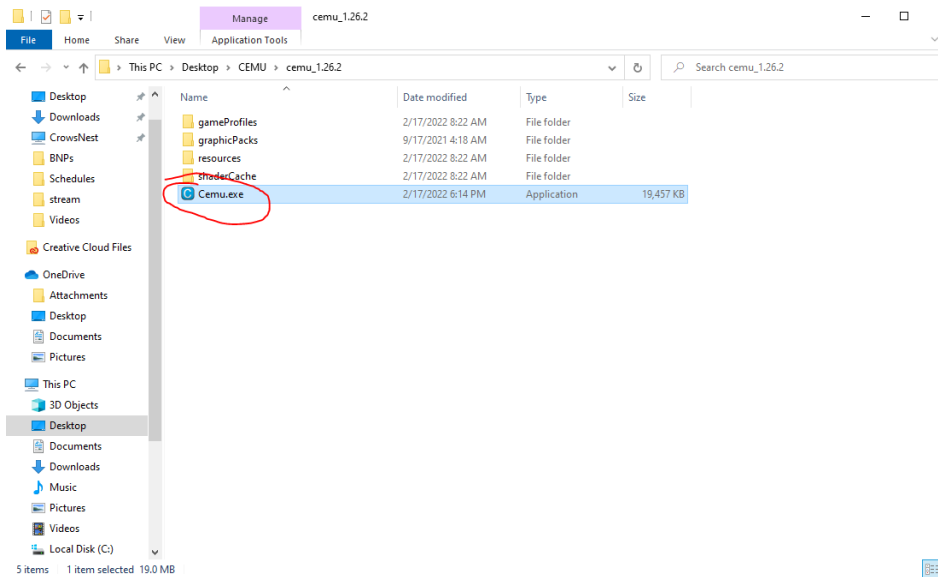


4. Take the extracted folder, and put it into the CEMU folder you created in Step 1 of this section. If you already have legally dumped game files, you should also put those game files into the CEMU folder.
 - *If you don't have legally dumped game files, you should purchase Breath of the Wild, dump the game onto your PC, and then return to this step. You will need a modded Wii U – here is a great resource to start that process: [https://zeldamods.org/w_botw/index.php?title=Help:Dumping_games&mobileaction=toggle_view_mobile] We will not be able to help you with this, so please don't ask, but Google is your friend!*

It should look like below, with your Base Game, Update, and DLC next to your Cemu program.



5. Click on the cemu_1.26.2 folder and open up Cemu.exe



6. When opened, press “Download Community Graphic Packs”. If asked to view the graphic

packs, click no.

Getting started

It looks like you're starting Cemu for the first time.
This quick setup assistant will help you get the best experience

mlc01 path
The mlc path is the root folder of the emulated Wii U internal flash storage. It contains all your saves, installed updates and DLCs. It is strongly recommend that you create a dedicated folder for it (example: C:\wiiu\mlc\). If left empty, the mlc folder will be created inside the Cemu folder.

Custom mlc01 path (optional)

Game paths
The game path is scanned by Cemu to locate your games. We recommend creating a dedicated directory in which you place all your Wii U games. (example: C:\wiiu\games\)

You can also set additional paths in the general settings of Cemu.

Game path

Graphic packs
Graphic packs improve games by offering the possibility to change resolution, tweak FPS or add other visual or gameplay modifications. Download the community graphic packs to get started.

7. Then set your game path as the CEMU folder with your base game, update, Cemu, and DLC in it.

Getting started

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This quick setup assistant will help you get the best experience

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The mlc path is the root folder of the emulated Wii U internal flash storage. It contains all your saves, installed updates and DLCs. It is strongly recommend that you create a dedicated folder for it (example: C:\wiiu\mlc\). If left empty, the mlc folder will be created inside the Cemu folder.

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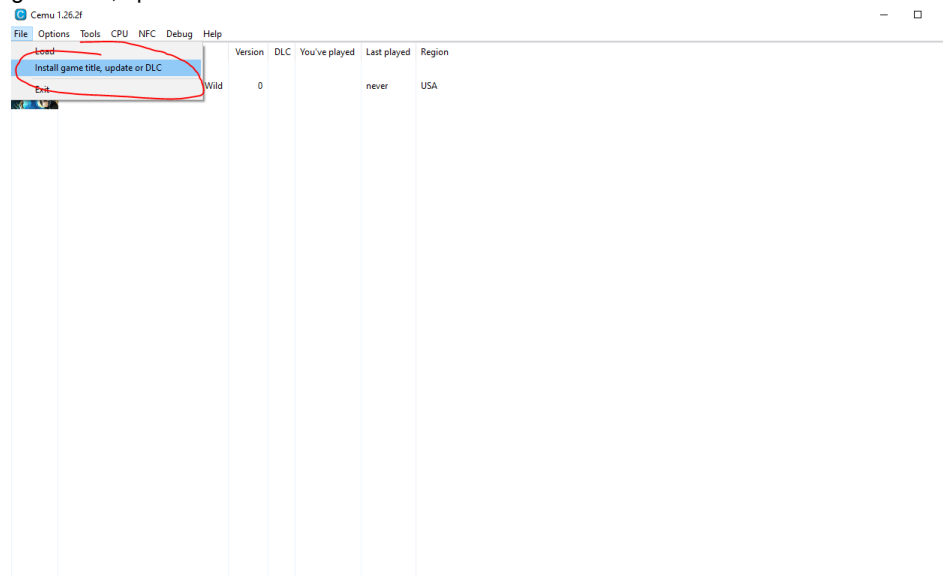
You can also set additional paths in the general settings of Cemu.

Game path

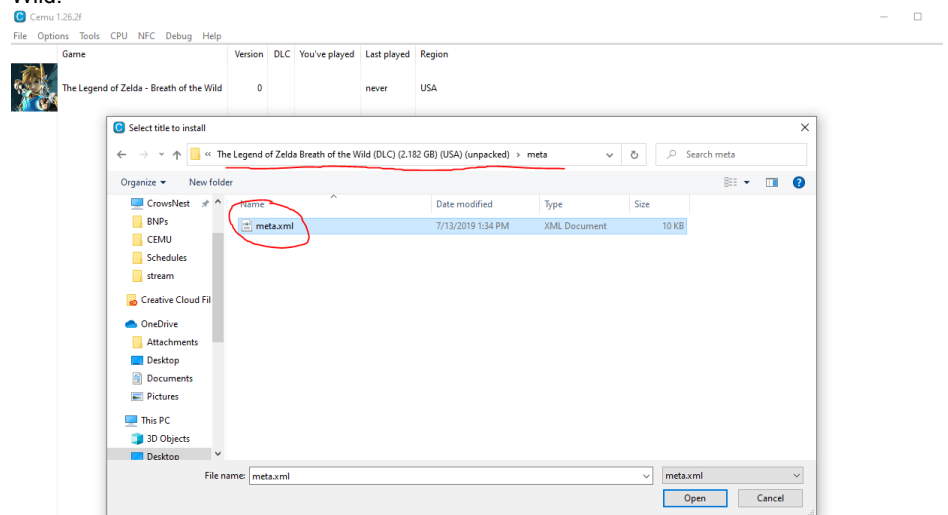
Graphic packs
Graphic packs improve games by offering the possibility to change resolution, tweak FPS or add other visual or gameplay modifications. Download the community graphic packs to get started.

8. Press Next in the bottom right corner, then Close. Congrats! The emulator works now. All we need to do is install the Breath of the Wild Update & DLC, and then optimize your game performance.
9. Reopen Cemu.exe and click "File" in the upper left corner. In the dropdown menu, select "Install

game title, update or DLC”



10. Locate your CEMU folder, and click on your Breath of the Wild DLC folder. Then, click the meta folder. You should find the file meta.xml. Open this to install the DLC to Breath of the Wild.




11. Repeat Step 9 and 10 but for the Update folder as well. Your Breath of the Wild game in CEMU should now look like the following picture, noting version 208 and 80 means that the game recognizes the DLC and the most recent version

of Breath of the Wild:

Cemu 1.26.2f


File Options Tools CPU NFC Debug Help

Game	Version	DLC	You've played	Last played	Region
 The Legend of Zelda - Breath of the Wild	208	80	never		USA

12. Great! You have Breath of the Wild installed. Now let's just optimize the performance so it doesn't stutter. Select "Options" in the top left of the Cemu program, and click on "General Settings" in the dropdown menu.

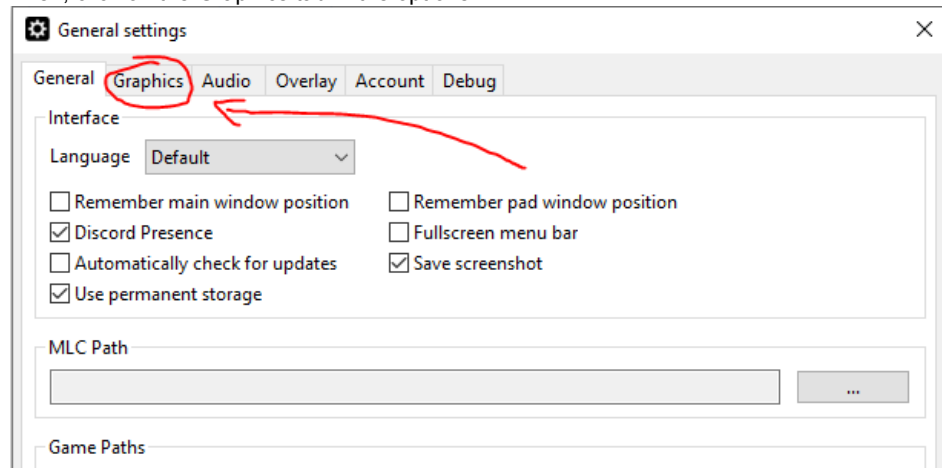
Cemu 1.26.2f

File Options Tools CPU NFC Debug Help

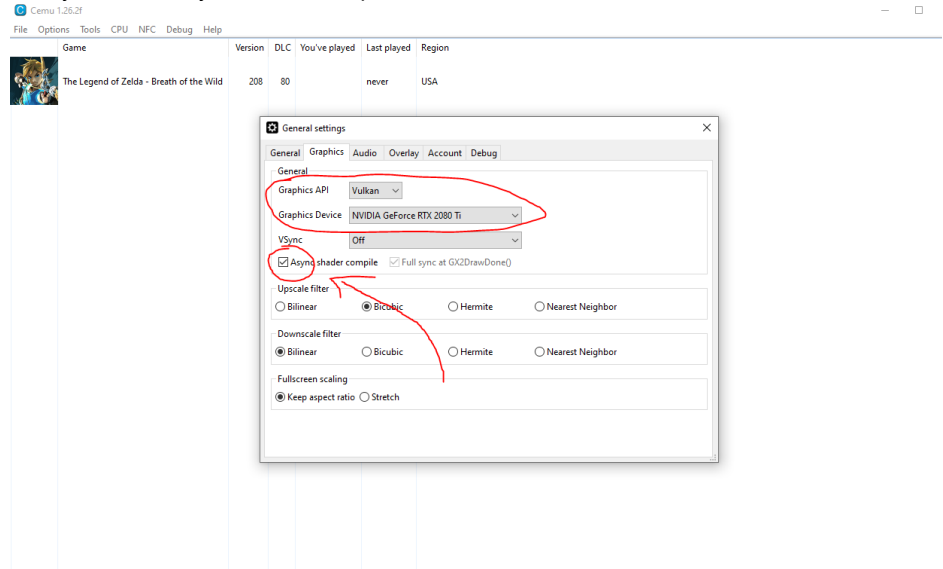
Game	Version	DLC	You've played	Last played	Region
 The Legend of Zelda - Breath of the Wild	208	80	never		USA

Fullscreen
Graphic packs
Separate GamePad view
General settings
Input settings
Active account >
Console language >

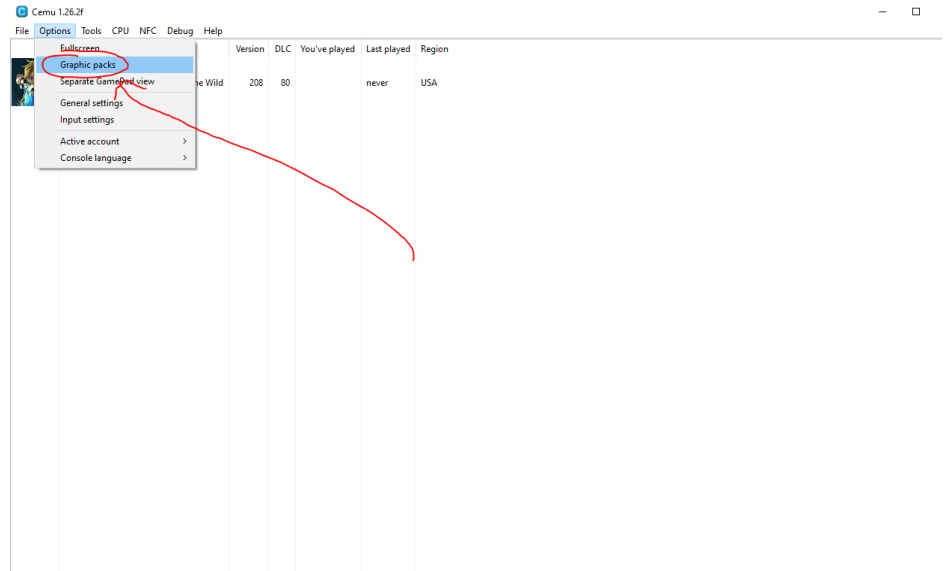
13. Then, click on the Graphics tab in the options.



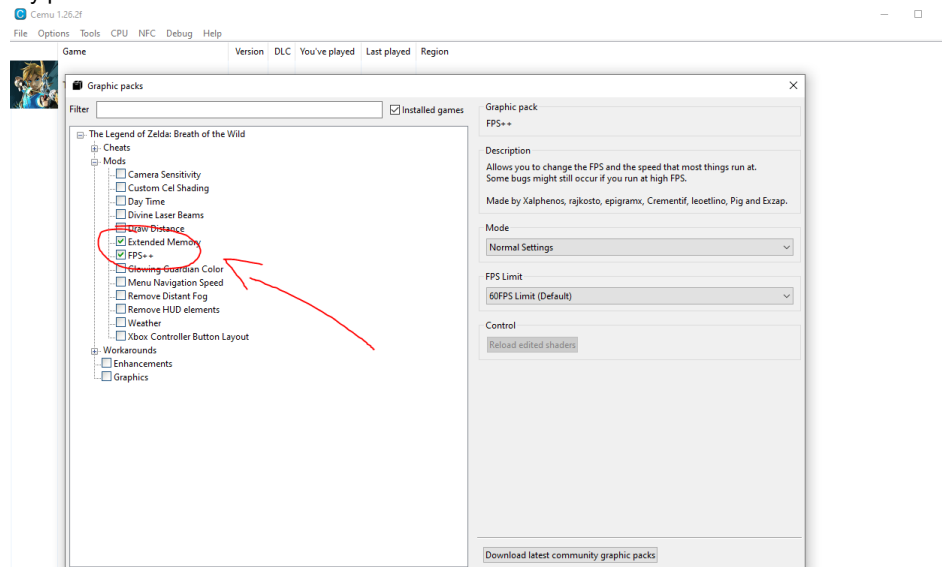
14. If you'd like the game to run on your graphics card, choose Vulkan and the graphics card you'd like it to run on below. If you would like the game to run on your CPU, choose OpenGL for the Graphics API. I personally use Vulkan. Make sure you check Async shader compile as well.



15. Exit out of settings, and open "Options" again. This time, click on the "Graphics packs" option.

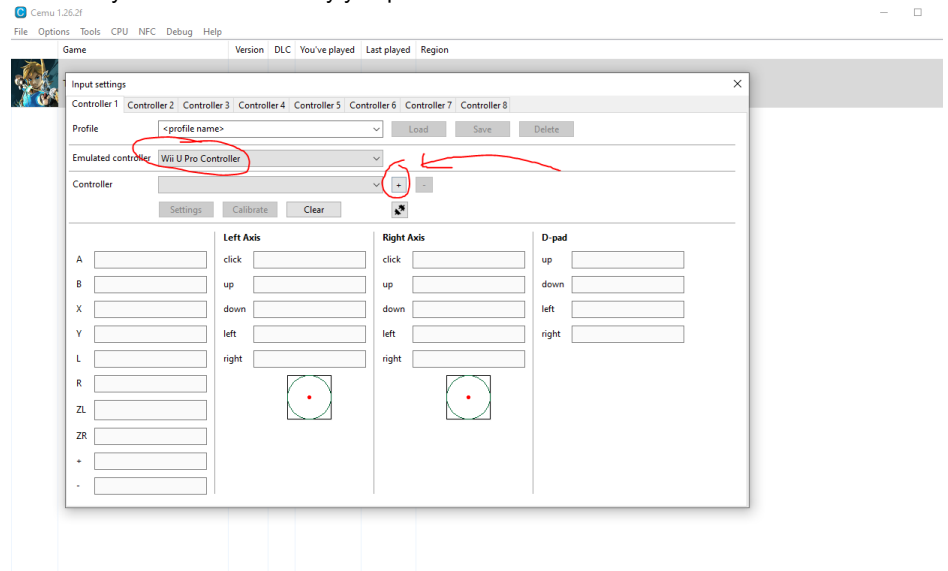


16. Expand the Breath of the Wild and Mods options, and enable both “Extended Memory” and “FPS++”. You can change the FPS of the game to the right of the graphics pack screen – my preference is the default of 60FPS.



17. Breath of the Wild should now be set up and totally optimized for Multiplayer! If you want to connect a controller (and not play on keyboard), select “Options” and then “Input Settings” from the dropdown menu. Make sure the emulated controller is the “Wii U Pro Controller”, and then add your controller with the plus button labeled

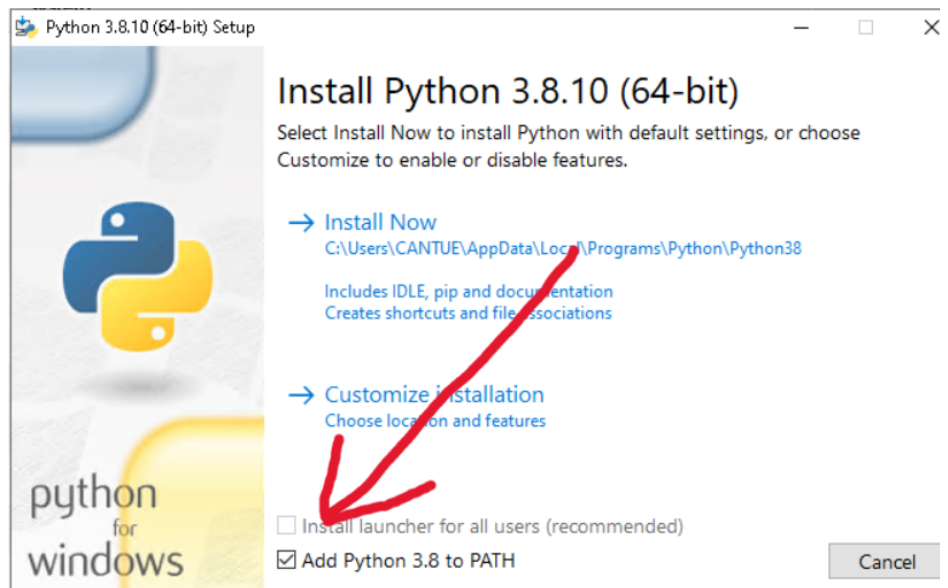
below. Keybind in whatever way you please.



18. Now, Open the game (double click the breath of the wild icon in Cemu) and create a save file by saving the game in order for you to test out your input controls. Additionally, this is necessary so that when you load into multiplayer, you'll be able to spawn into the world.

Setting Up Breath of the Wild Mod Tools

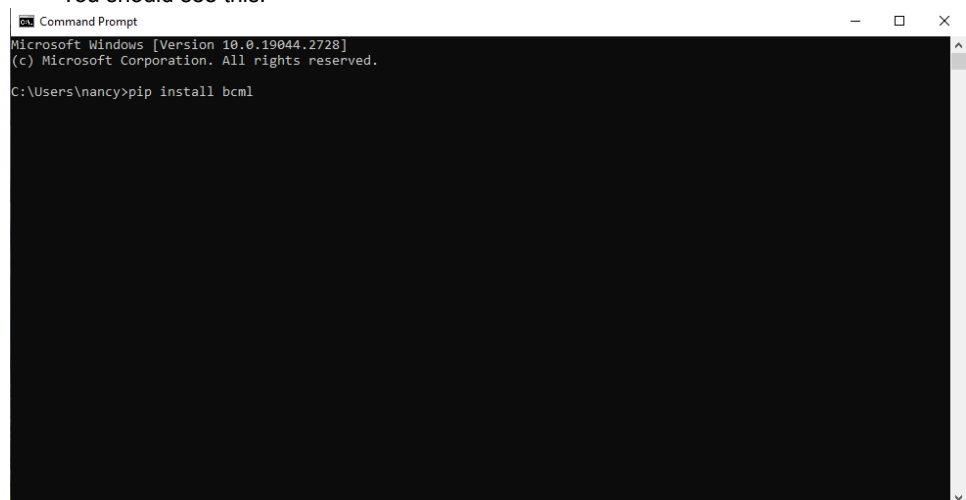
1. We need to install the Breath of the Wild Mod Loader, BCML. In order to do so, start by Downloading Python 3.8.10 here: <https://www.python.org/ftp/python/3.8.10/python-3.8.10-amd64.exe>
2. Click the python-3.8.10-amd64.exe file to install. Make sure you check the box that says "Add Python 3.8.10 to PATH"



3. Now, go to your search bar and type “cmd” to open up the Command Prompt program. When the program is opened, type

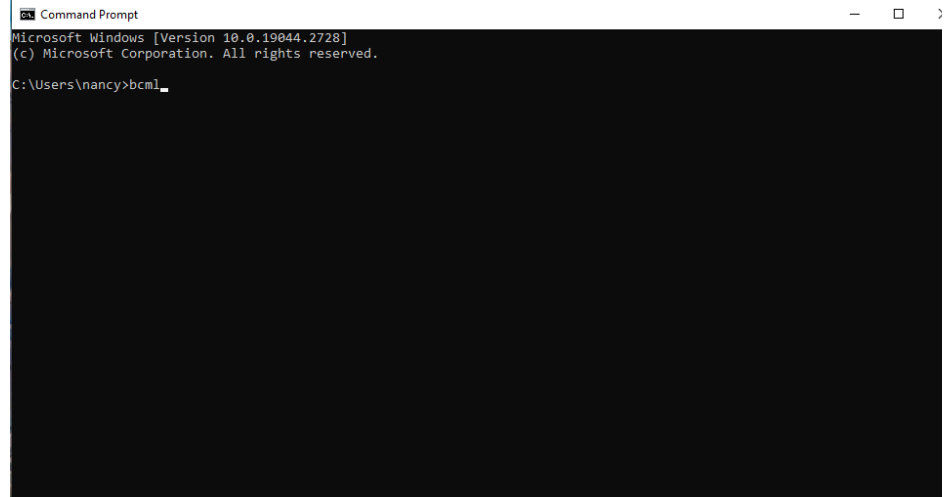
`pip install bcml`

You should see this:



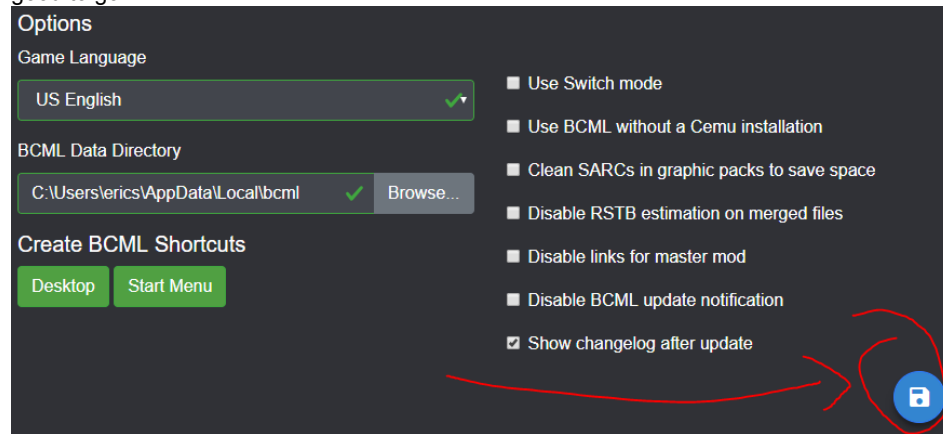
4. Press enter and wait for install. This should install the Breath of the Wild Cross-Platform Mod Loader to your computer (also known as BCML).

5. Next, simply type "bcml" into the command prompt and press enter to execute the command. This should open the BCML program. Another way to open this (if you need to access it again) is to just search bcml on your Windows search bar.



6. Once opened, follow the prompts. When asked to find your Game Folders (Cemu, Game, DLC, and Update), hover over the blank bars and it should tell you exactly the directories you need to browse to, in order for BCML to find the proper files. These are all located in your CEMU folder on your desktop. To compare, the locations of all the files are:
 - a. Cemu:
C:/Users/eric/Desktop/CEMU/cemu_1.26.2
 - b. Game: C:/Users/eric/Desktop/CEMU/The Legend of Zelda Breath of the Wild [ALZE01]/content
 - c. Update:
C:/Users/eric/Desktop/CEMU/cemu_1.26.2/mlc01/usr/title/0005000e/101c9400/conte
 - d. DLC:
C:/Users/eric/Desktop/CEMU/cemu_1.26.2/mlc01/usr/title/0005000c/101c9400/conte
7. Press save in the bottom right corner, and you should have the mod tool for Breath of the Wild

good to go!



Server Software for Multiplayer

1. Download Hamachi at this website: <https://www.vpn.net/> You'll need to install the program and register an account as well.
2. Turn on the program by pressing the power button icon.



3. If you're planning on hosting a server, press the "create a new network" button. Next, create a network ID that your friends can use to find it, and a password for the server.

Create Network ×

Create a new client-owned (?) network

Network ID:
Used to locate and join network.

Password:
Used to restrict access to network.

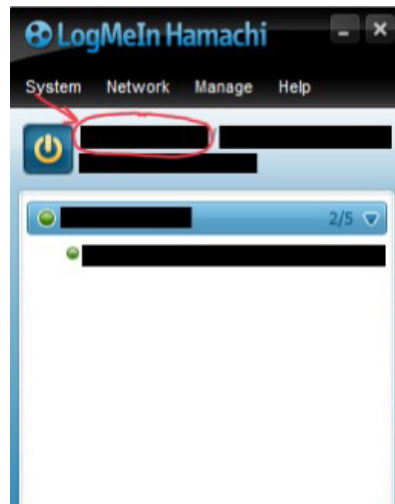
Confirm password:

or

[Log in](#) to create a new managed (?) network

Managed networks can be administered centrally on the web, and support advanced functionality such as gateway networks or hub & spoke topology.

4. Make a note of the very top left number as you'll need it later on. The number in the example screenshot below is blacked out for privacy, but the one you need is in the left half before the "/" as circled. **NOTE: THIS IS YOUR PERSONAL IP. DO NOT PUBLICIZE THIS NUMBER.**

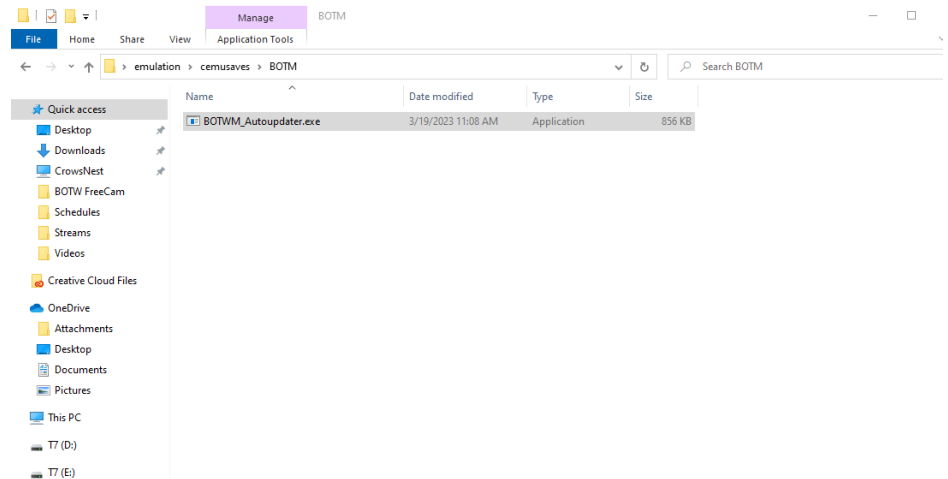


5. You can now close Hamachi.

Modding Breath of the Wild

1. Download this file but DO NOT open it:
https://drive.google.com/file/d/1m8UbDXC0P8jkHkObR99Ractc_xHte6sT/view?usp=share_link

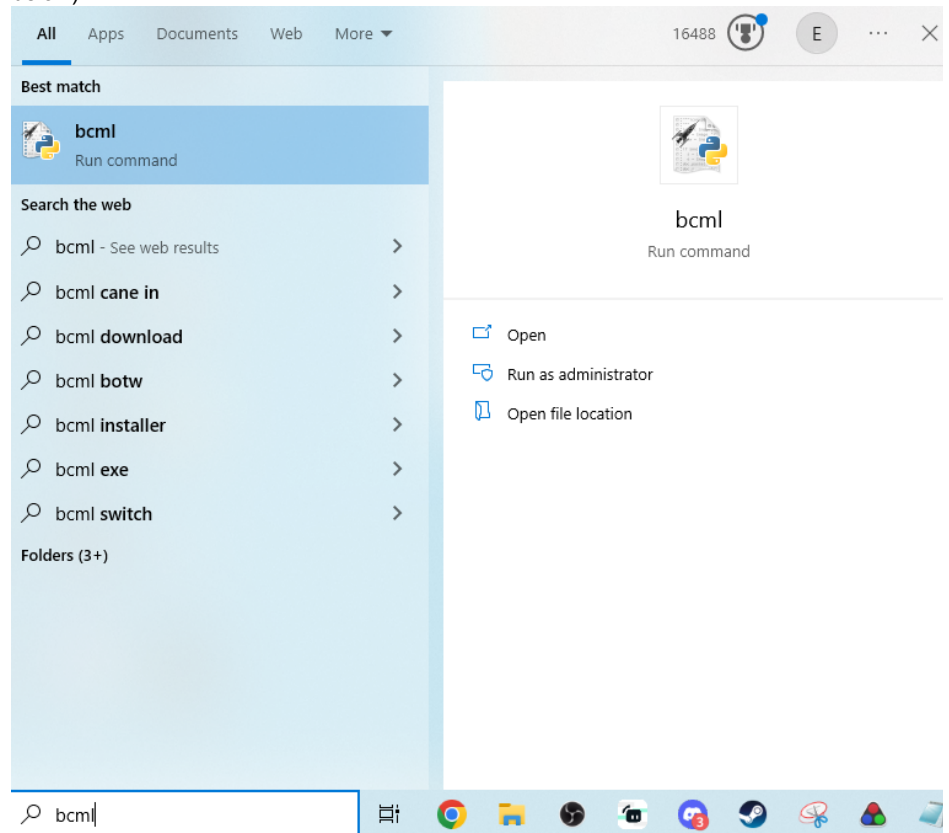
2. Move the BOTWM_Autoupdater.exe to an empty folder somewhere on your computer.
NOTE: IT IS IMPERATIVE THAT YOU PUT THIS FILE INTO AN EMPTY FOLDER BEFORE YOU RUN IT. IT WILL DELETE EVERYTHING IN THAT FOLDER.



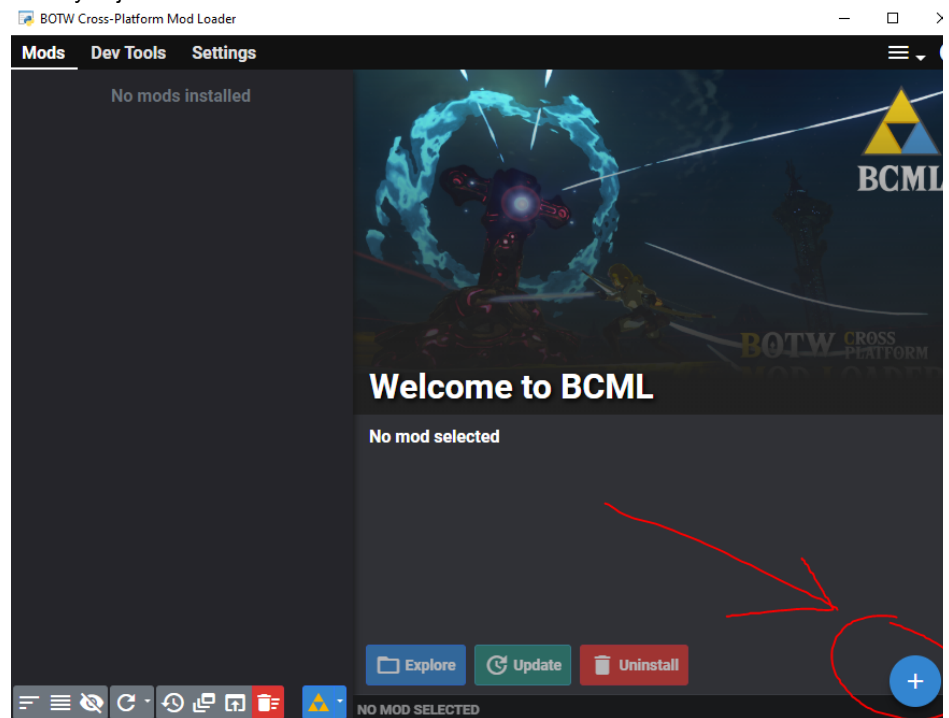
3. Run the file. It will download a few things and will most likely close on its own upon completion– press enter if it does not. If the program doesn't run, download .NET framework 6.0 (linked below). If that also doesn't work – be sure to allow it with your computer's firewall as it might be detected and quarantined.
<https://dotnet.microsoft.com/en-us/download/dotnet/thank-you/runtime-desktop-6.0.14-windows-x64-installer>

4. Open BCML – you can use command prompt or just search in your Windows search bar (shown

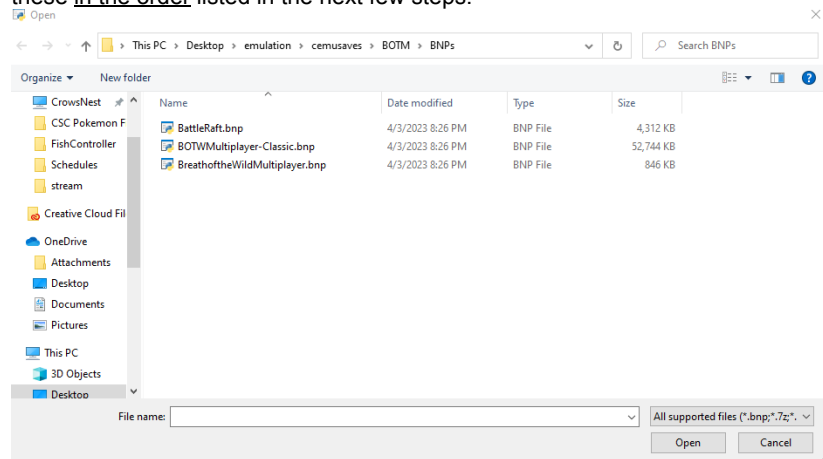
below)



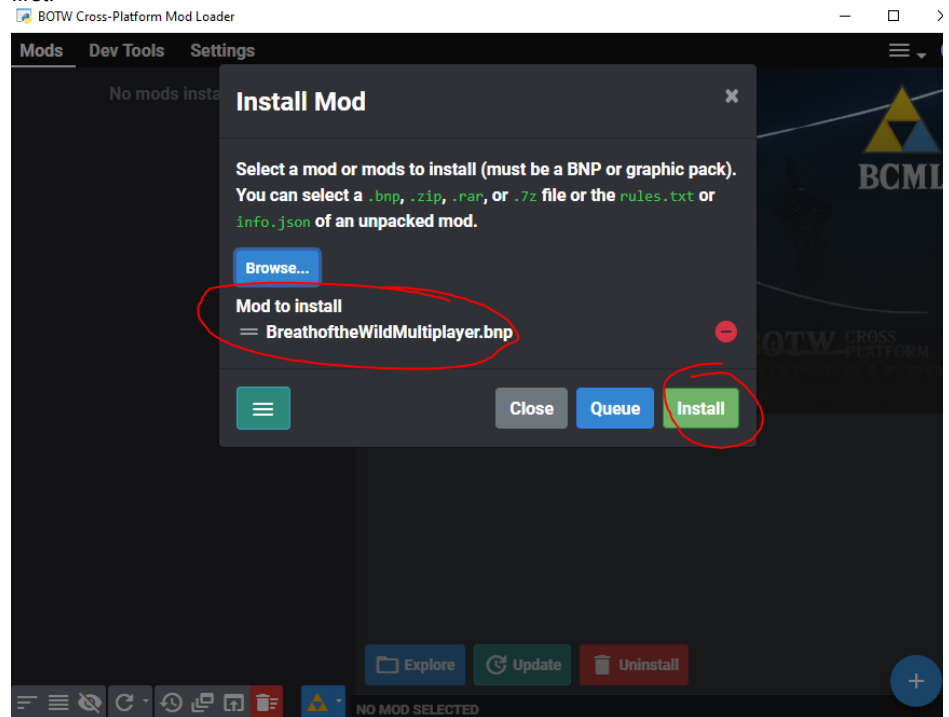
5. Once BCML is open, press the plus sign in the bottom right corner so that you can install the mods you just downloaded.



6. Select “Browse”. After clicking Browse, navigate to the location of the auto-updater folder that you set up in step 2. Click the BNPs folder, and you should see 3 files. Be sure you are installing these in the order listed in the next few steps.

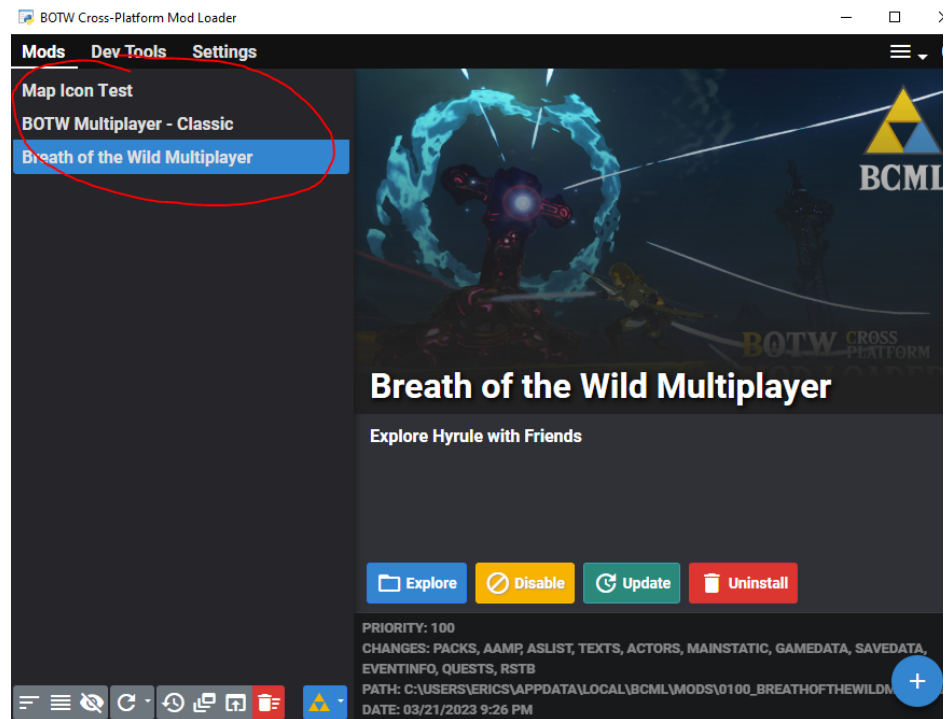


7. Click and install BreathoftheWildMultiplayer.bnp first.

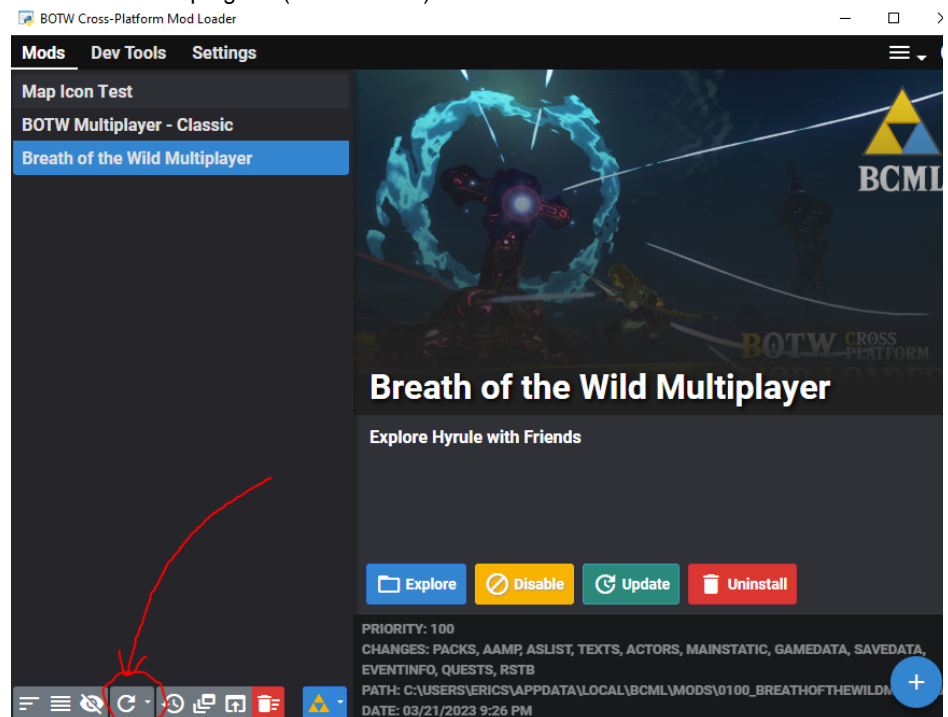


8. Repeat steps 6 and 7 to install BOTWMultiplayer-Classic.bnp. Your program

should now look like this:



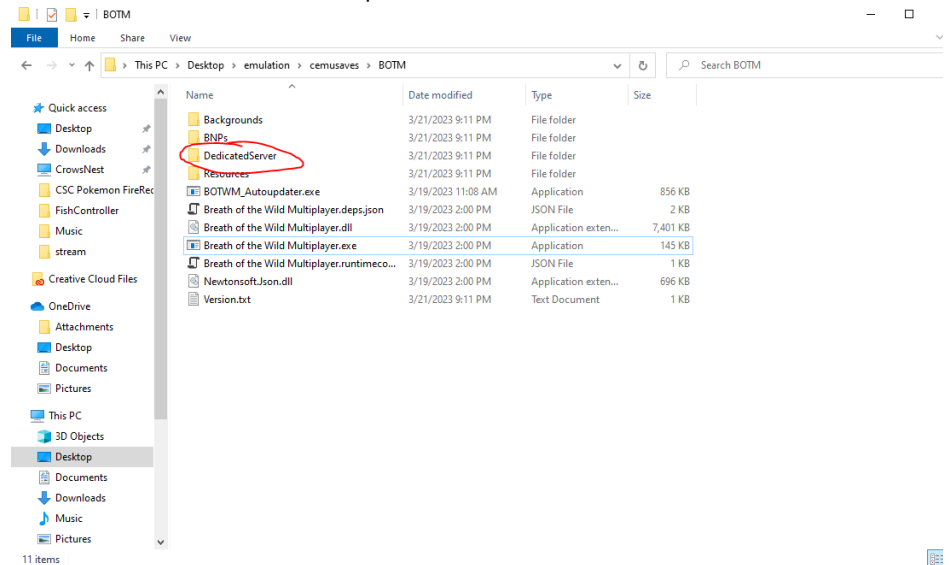
9. [Optional] if you are playing a battle royale game mode, install the BattleRaft BNP after all of this. This will spawn the giant raft in the sky of the Great Plateau.
10. Press the re-merge button from the toolbar on the bottom of the program (shown below).



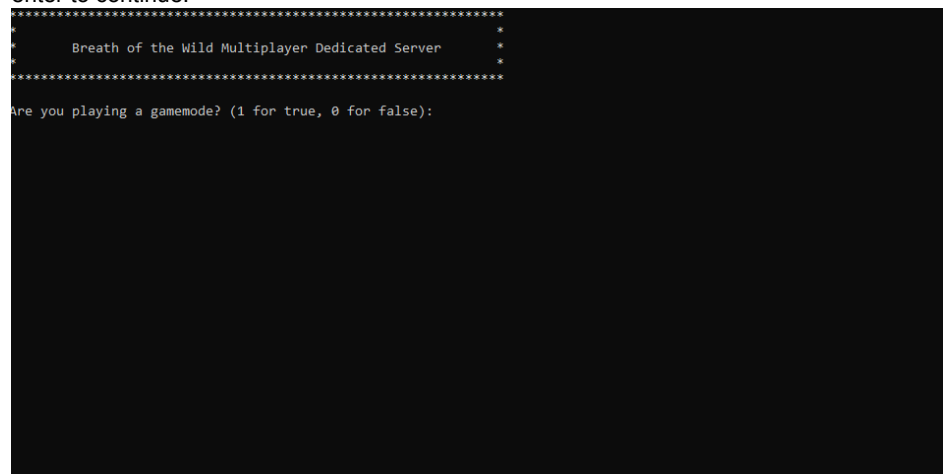
11. Close the BCML program. You're all set for the mods!

Connecting & Playing

1. Since you're hosting – we need to start the server first. Navigate to your Auto-Updater folder from step 2 in the previous section. Open the Dedicated Server folder. Inside should be the BOTW.DedicatedServer.exe file. Open that!



2. You'll be prompted to choose a gamemode. 99% of the time, you'll want to type "1" and then press enter to continue.



3. You'll have the prompt to choose between a bunch of different game modes. Game completion is for casual play (quests sync, etc.), Hunter vs Speedrunner is meant for PVP, Any% speedrun is for speedrun completion (syncs rune acquisition), Bingo and Hide and Seek are largely the same as hunter vs speedrunner, and Death Swap is an arcade mode that swaps the position of players every 5-10 minutes. Type the

number of the game mode you want to play and press enter. You can minimize this window now—closing the application will close the server.

```

*
*   Breath of the Wild Multiplayer Dedicated Server
*
*
Are you playing a gamemode? (1 for true, 0 for false): 1
[12:12:14] ---Available gamemodes---
[12:12:14] (0) Game Completion
[12:12:14] (1) Hunter Vs Speedrunner
[12:12:14] (2) Any% Speedrun
[12:12:14] (3) Bingo???
[12:12:14] (4) Hide n' seek
[12:12:14] (5) Death Swap
Type the number corresponding to the gamemode you want to play:

```

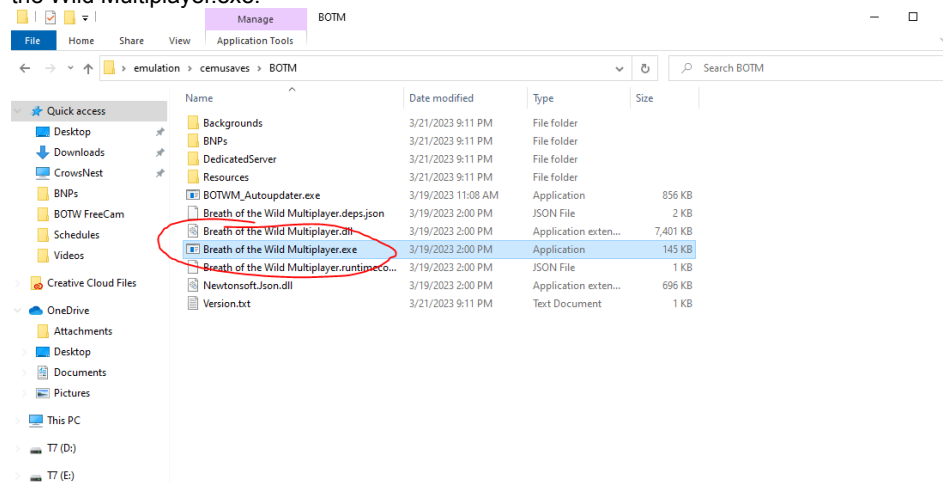
4. Additionally, if you want server commands (these are constantly being updated, like the game modes), type into the server console “help” and press enter. You’ll be given a bunch of options of commands you can do to alter your gameplay and server!

```

Are you playing a gamemode? (1 for true, 0 for false): 1
[12:16:15] ---Available gamemodes---
[12:16:15] (0) Game Completion
[12:16:15] (1) Hunter Vs Speedrunner
[12:16:15] (2) Any% Speedrun
[12:16:15] (3) Bingo???
[12:16:15] (4) Hide n' seek
[12:16:15] (5) Death Swap
Type the number corresponding to the gamemode you want to play:
1
[12:16:16] Selected gamemode Hunter Vs Speedrunner
[12:16:16] Server opened on Hamachi.
[12:16:16] Type help to see available commands
help
[12:16:17] ---Showing available commands---
[12:16:17] Help: Shows available commands
[12:16:17] Landmarks <filter>: Gets the available landmarks to teleport to
[12:16:17] Teleport <source> <destination> <destination_y> <destination_z>: Teleport player to position or other player
[12:16:17] EnemySync: Changes the state of enemy sync
[12:16:17] QuestSync: Changes the state of quest sync
[12:16:17] Stop: Stops enemy and quest sync
[12:16:17] Start: Starts enemy and quest sync
[12:16:17] DeathSwap <parameter>: Get or set limits for DeathSwap
[12:16:17] Glyph <time> <distance>: Change Hunter vs Speedrunner glyph settings
[12:16:17] Time <action> <value>: Get or set time
[12:16:17] Weather <action> <value>: Get or set weather
[12:16:17] Version: See current mod's version
[12:16:17] Clear: Cleans the console
[12:16:17] NameTags: Enable/Disable name tags

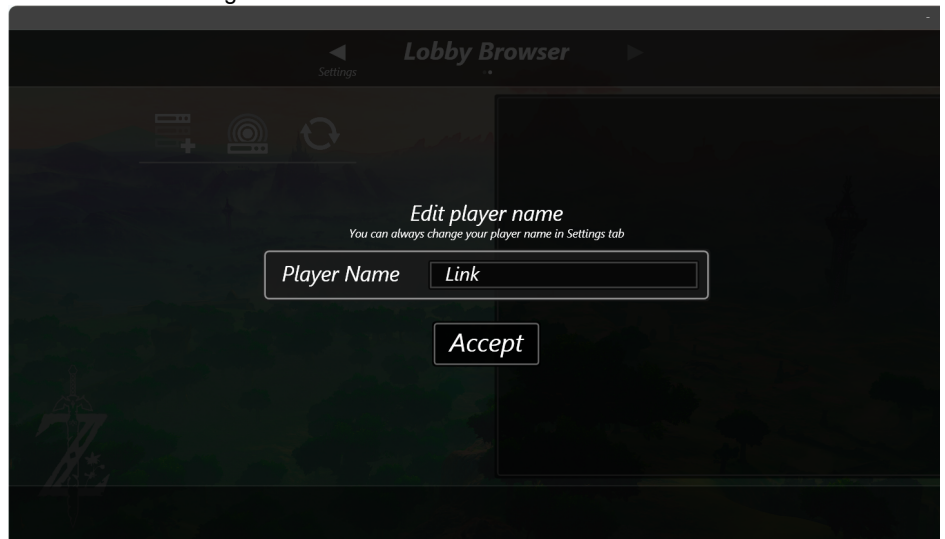
```

5. Navigate back to the Autoupdater folder from step 2 in the previous section. Open Breath of the Wild Multiplayer.exe.

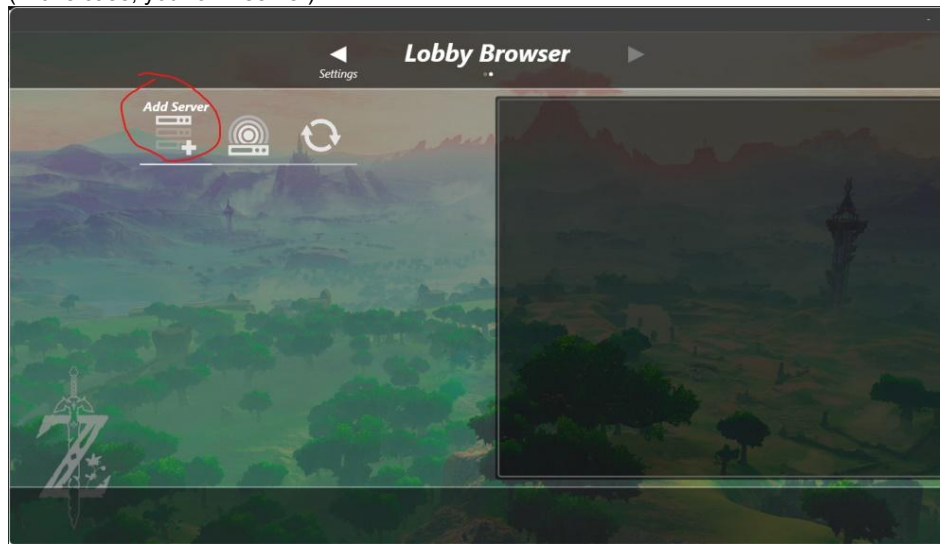


6. Once it opens, you should see the screen shown below. Enter the display name you would like

other players to see, and click accept. You can edit this later in settings if desired.

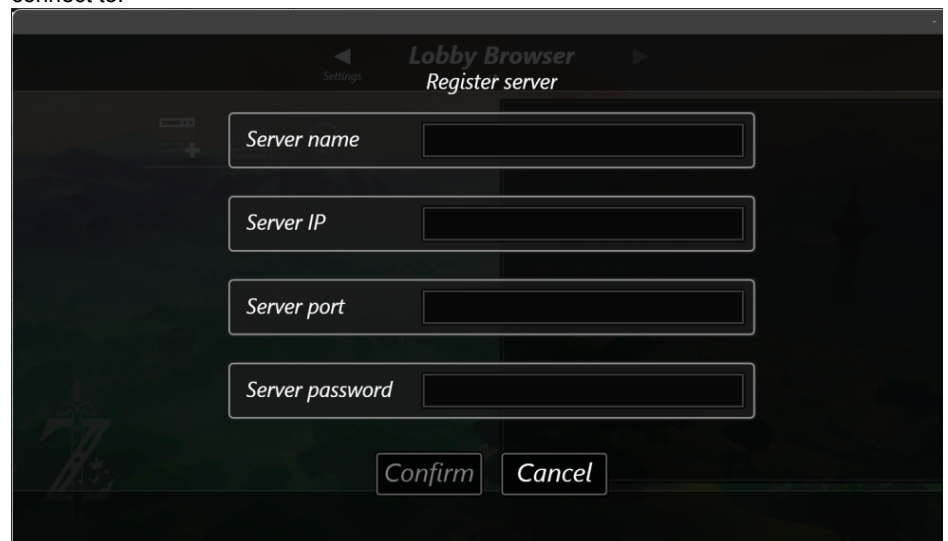


7. Add the server you want to connect to by hovering over and clicking the leftmost plus icon (in this case, your own server).

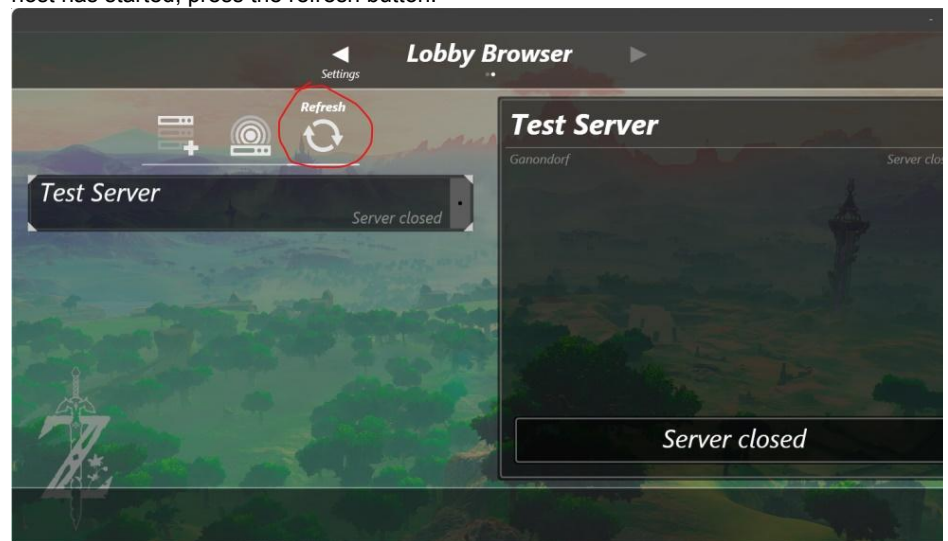


8. Input the name you would like to have for the server. Next, input your Server IP. This should be the number you saved in step 4 from Hamachi. Again, this is your personal IP, so DO NOT publicize this. The Server port number should be 5050 by default – this can be changed in the server config folder. Add a Server Password if you want privacy. Press Confirm to add this server to your list of servers you can

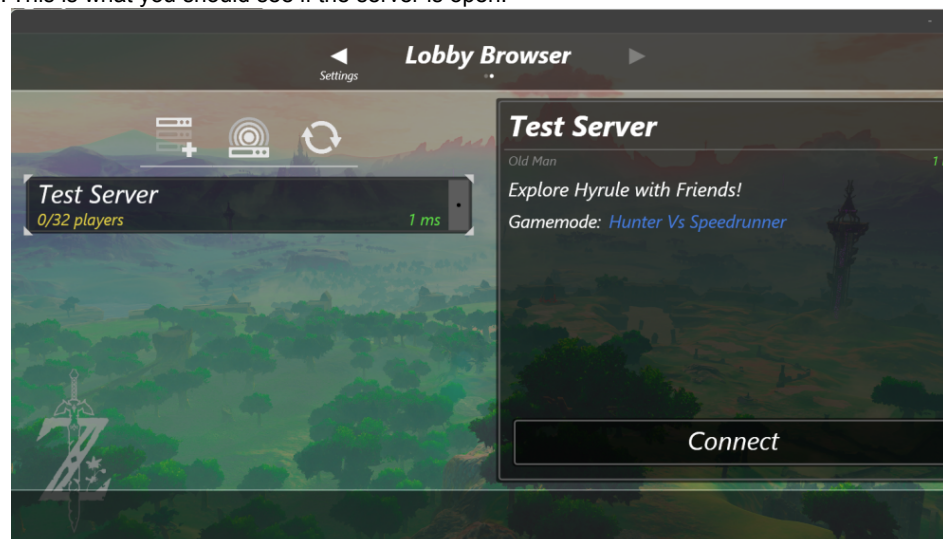
connect to.



9. If the server is listed as "Server closed" but the host has started, press the refresh button.

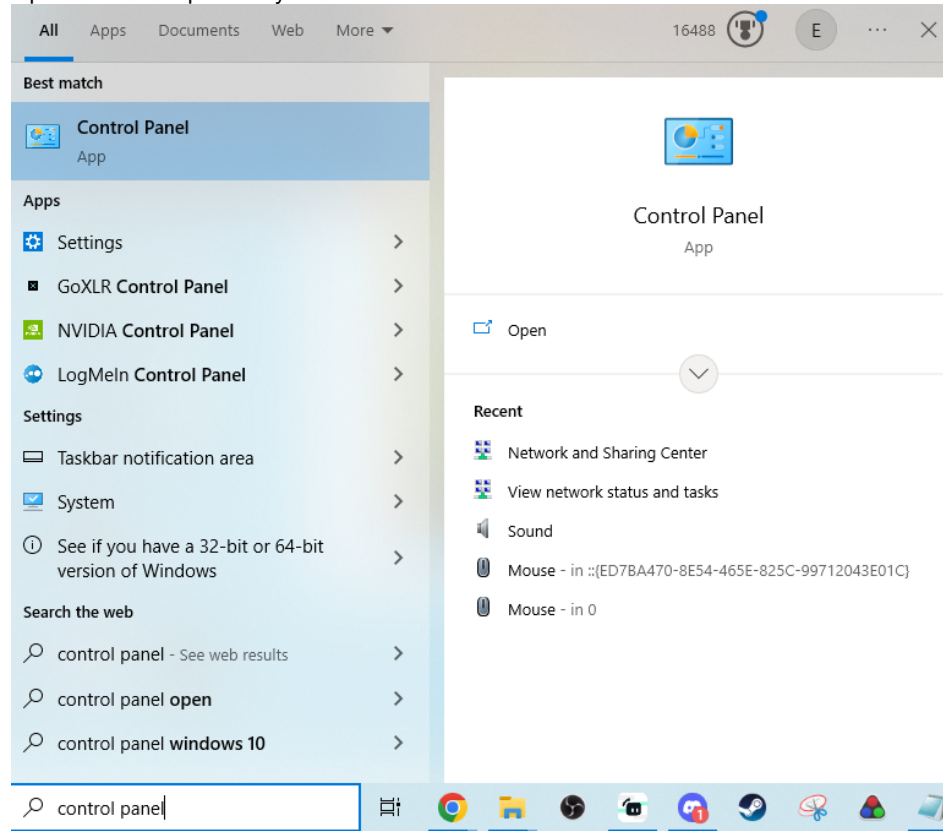


10. This is what you should see if the server is open:

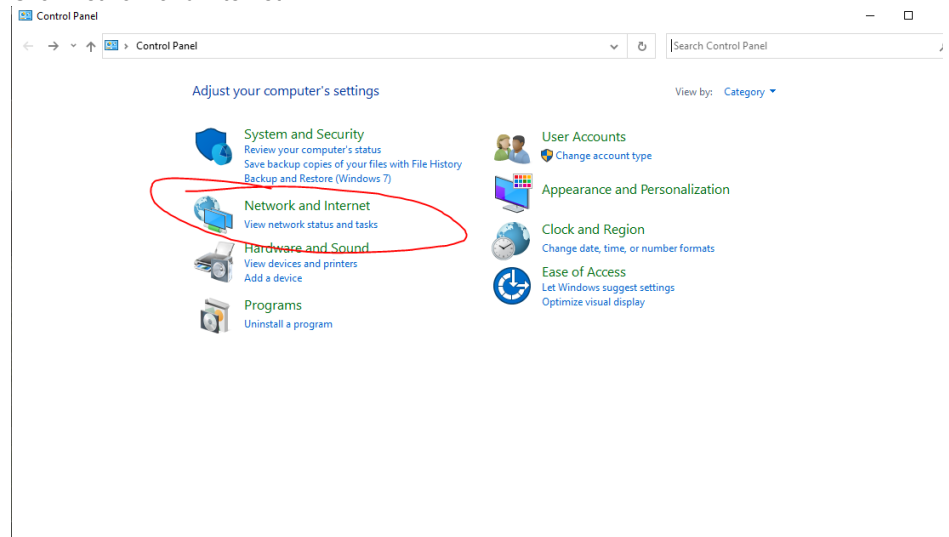


11. If the server is still listed as closed, try this quick fix.

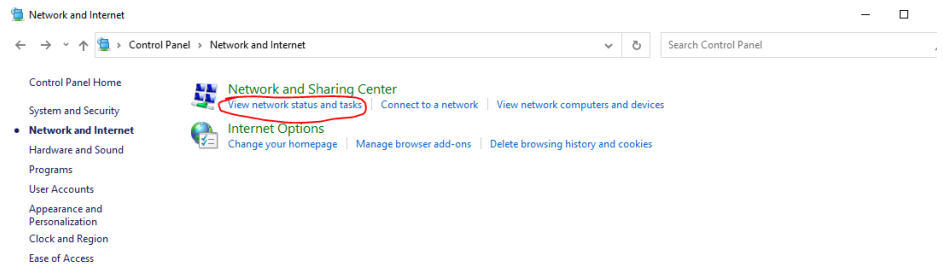
Open the control panel in your search bar.



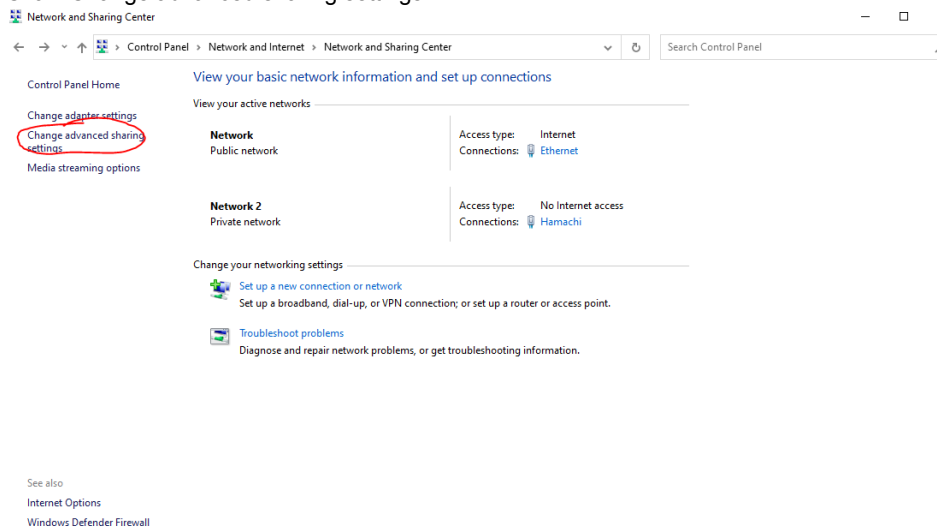
12. Click Network and Internet.



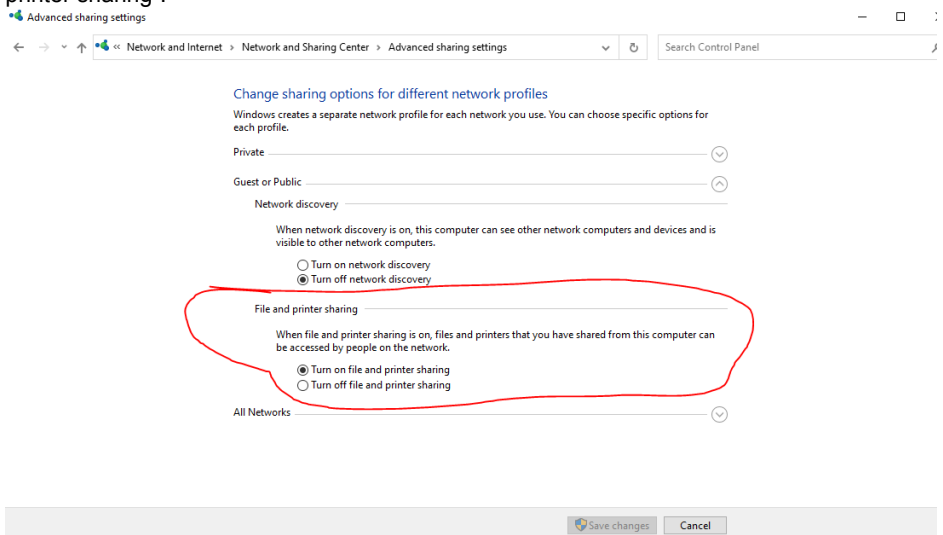
13. Click “View network status and tasks”.



14. Click “Change advanced sharing settings”.



15. Under Guest or Public, select “Turn on file and printer sharing”.



6. You're all set up! Congratulations pogggers.
Going forward if you want to open multiplayer, all

you should need to do now is open
botwmultiplayer.exe and hit Connect!

