

# Zelda: BOTW Split-Screen Couch Co-Op Mod Install Guide & FAQ




Optional installation video guide




## Mod Website

Couch Coop Multiplayer (up to 4 players) [The Legend o...

It's been a dream for years to enter the vast world of Zelda: BOTW and explore it with a friend (or 3 friends). Imagine being able to


 <https://gamebanana.com/mods/388450>



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 <https://discord.gg/vT5PVaQgks>




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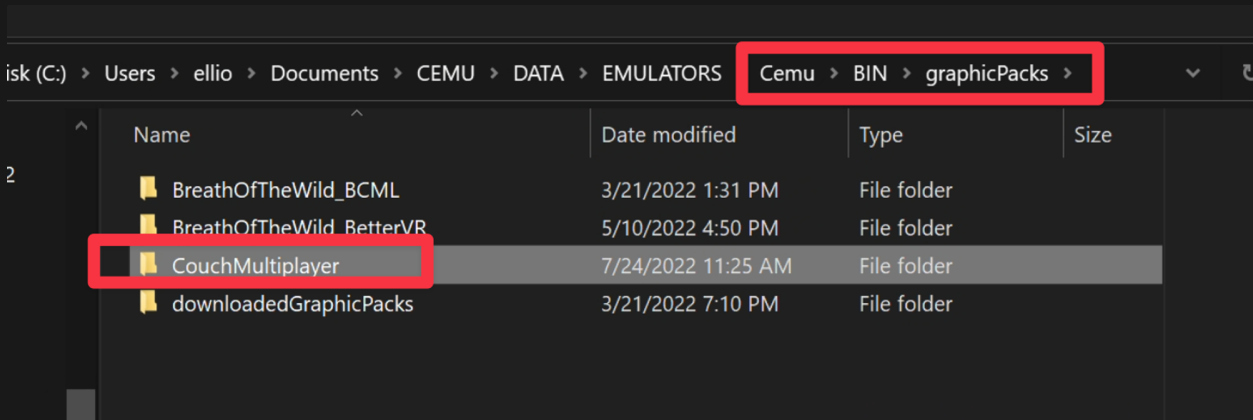
# 1. Getting Started

Download the mod on the Discord to get the latest version and extract it to your CEMU folder

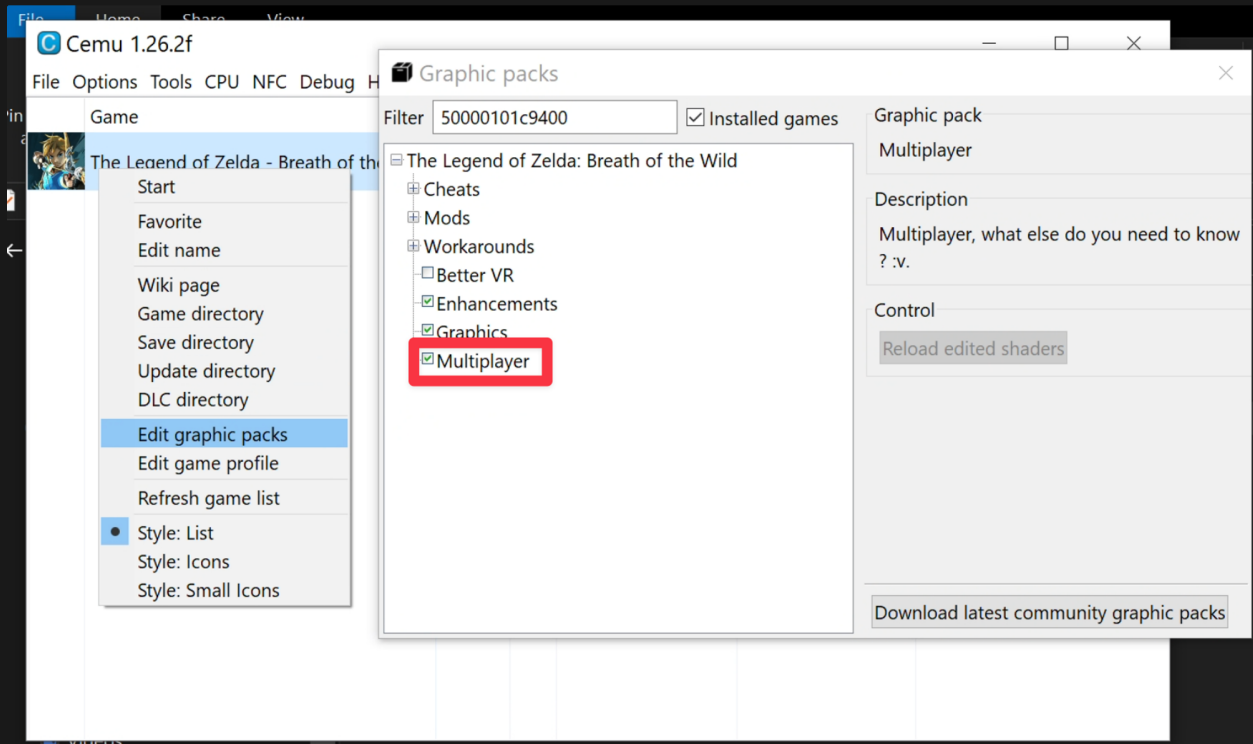
 Multiplayer.rar 5.0KB

Old Version Archive

1. Copy the folder to your GraphicsPacks folder.

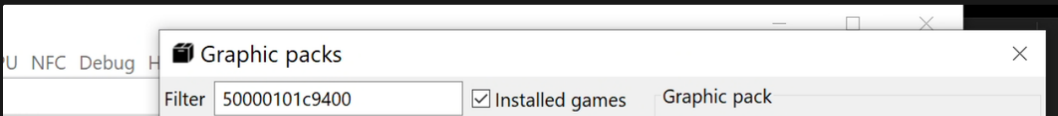


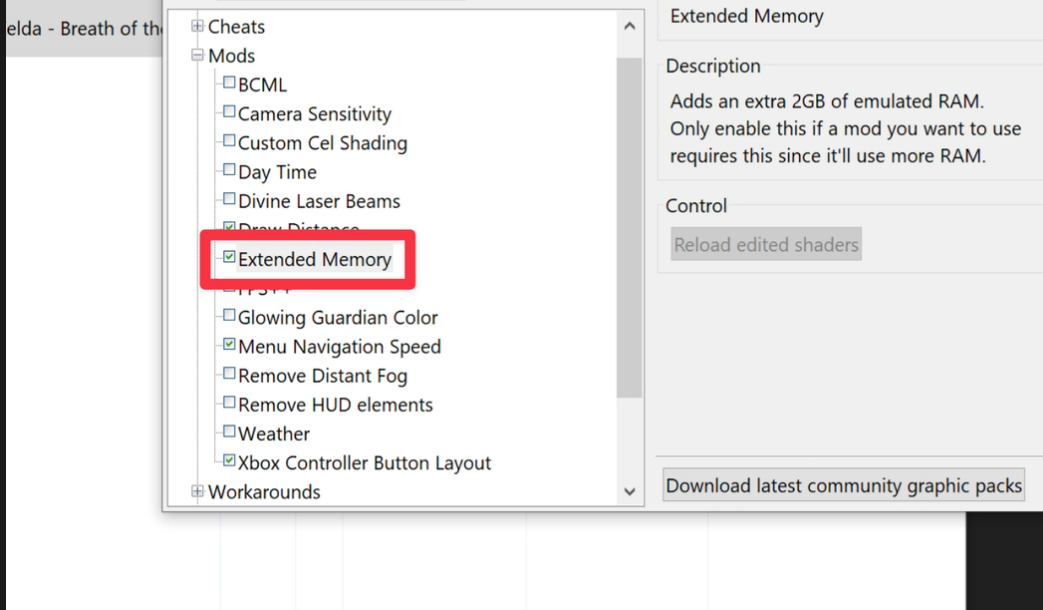
When you open CEMU, you should now see “Multiplayer” in the graphics packs list to make sure it installed correctly



## 2. Enable Extended Memory

- a. Next, you'll want to make sure all your other graphics packs are enabled. I highly recommend others if you're not already using them like FPS++ to get higher than 30 fps. But the one that absolutely mandatory is the “Extended Memory” one





3. Once that's checked, you should be good to start playing!

One thing that you need to make sure of is to use two “pro controllers” in CEMU’s settings instead of one Wii U pad.

If you’re starting a new game, play the intro scene single player first otherwise you may experience a crash. Save it and then switch to split screen.

By default, you’ll get a top and bottom screen. If you have dual monitors or a widescreen display, you can use software like OBS or Reshade (Reshade Recommended) to move the screens to a position that better fits. [See below on fixing the aspect ratio and removing the black bars.](#) [Reshade Side by Side instead of Top & Bottom tutorial](#) also below.



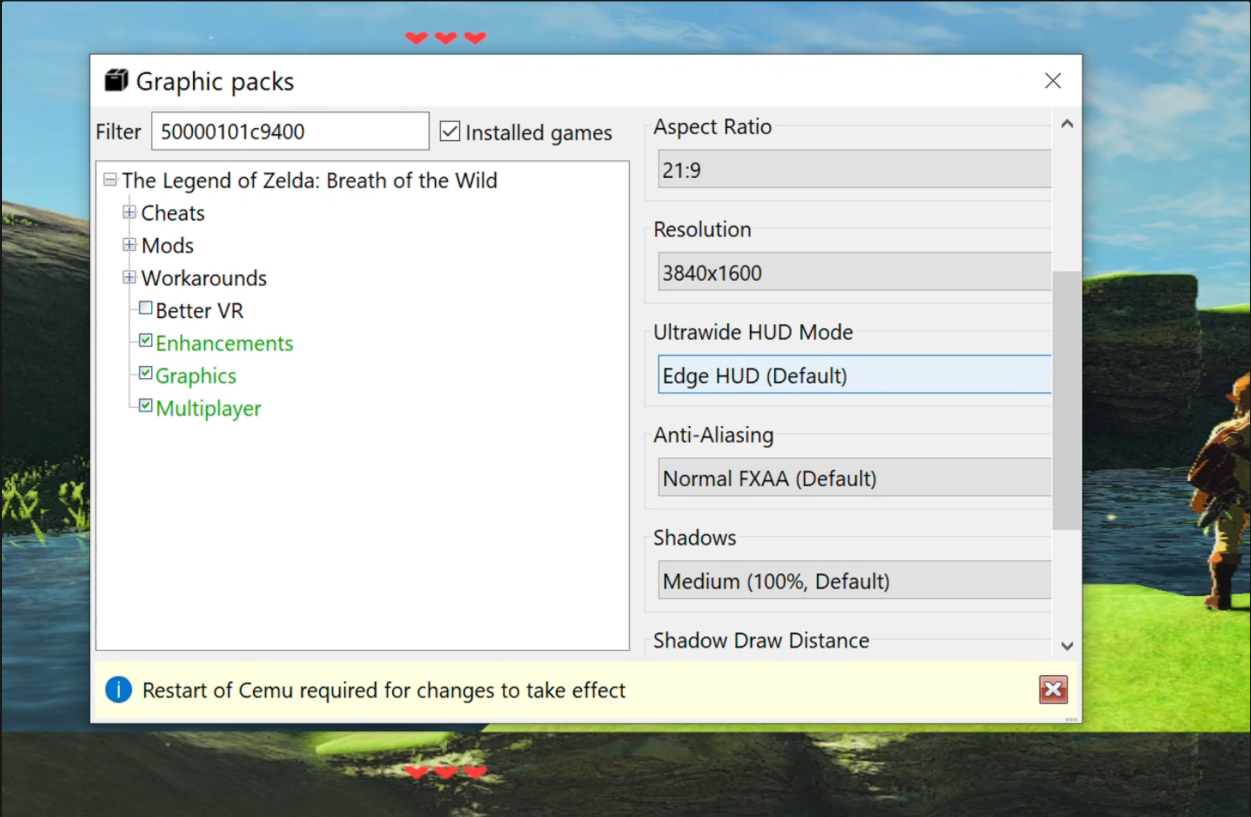
## 2. FAQ

1. How can I get rid of the black bars on either side and make it widescreen?

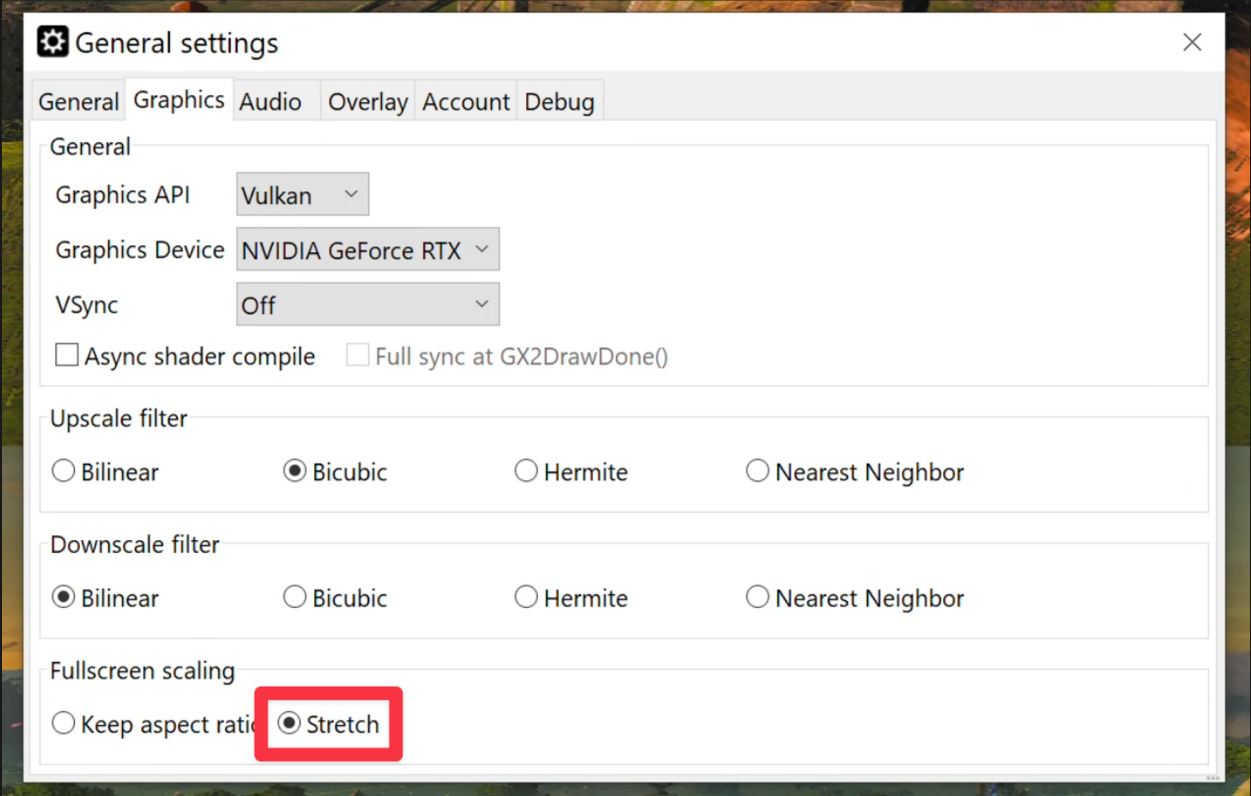




Set a Widescreen resolution in CEMU like 3840x1600 under the 21:9 aspect ratios

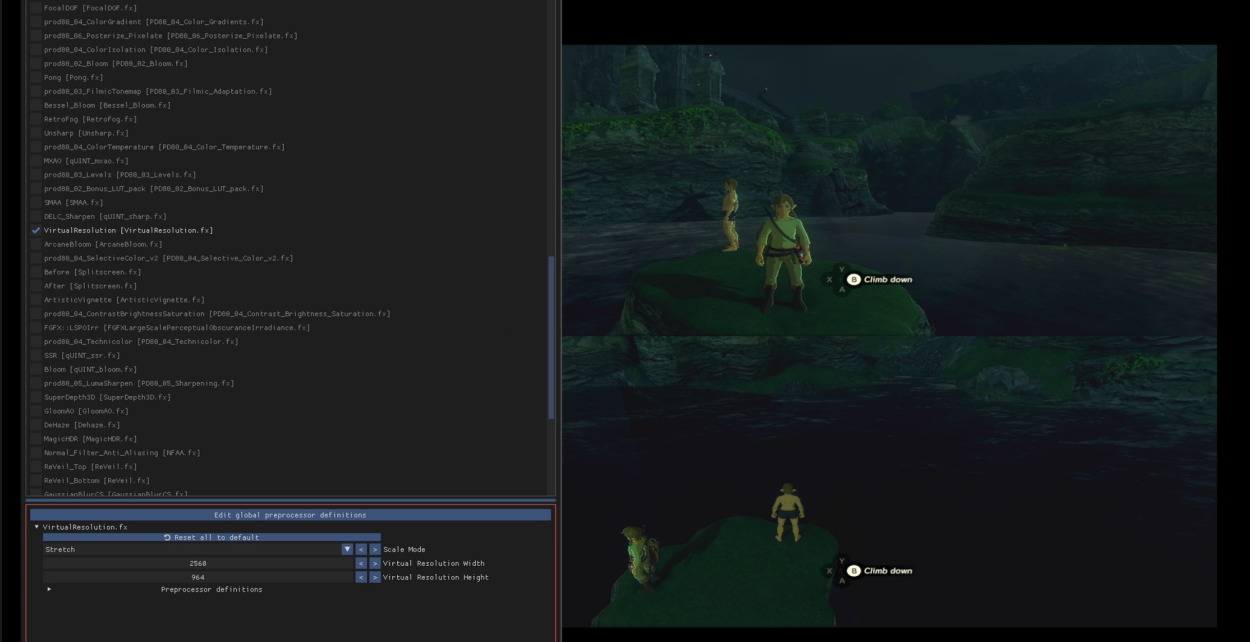


You'll also need to set the Fullscreen Scaling to "Stretch" in CEMU's graphic settings



If you want more fine-tune control, you can install the [Reshade](#) “virtual resolution” shader to adjust the aspect ratio with a lot of granularity





You can also create custom widescreen resolutions by editing the “rules.txt” file in your GraphicsPacks folder in the “Graphics” folder. If say, the image still looks stretched when using 3040 x 1600, try 4040 x 1600, etc. just by typing the new resolution in

Restricted Mode is intended for safe code browsing. Trust this window to enable all features. [Manage](#) [Learn More](#)

```
rules.txt
C: > Users > ellio > Documents > CEMU > DATA > EMULATORS > Cemu > BIN > graphicPacks > downloadedGraphicPacks > Breath of the Wild > Graphics > GraphicsPacks > rules.txt
265
266 [Preset]
267 name = 4040x1600
268 category = Resolution
269 condition = (((($aspectRatioWidth - 21) == 0) + (($aspectRatioHeight - 9) == 0)) == 2
270 $width = 4040
271 $height = 1600
272
```

## 2. How can I stop it pausing when the other player opens the menu during combat?

Unfortunately, you can’t. There’s a mod here:

No Pause In Combat [The Legend of Zelda: Breath of th...  
Disables pausing in combat NOTES - Data Layer mod (last version) required for the "exclusion feature" - Use Wii U Gamepad|pro  
🍌 <https://gamebanana.com/mods/49878>

That disables anyone from pausing the game while in combat, then it re-enables it as soon as you’re out. This could be useful if your partner is being especially annoying pausing the game in the middle of a fight. It does mean you can’t access your healing potions, etc. though

## 3. Can I still play 4 players? Can I play non-split screen multiplayer still?

Split screen only works with two players. If you want up to 4 players or don’t want split screen, you can still use the old version of the mod here.

Non-SplitScreenMulti.zip 6.0KB

This version keeps just the first player’s camera and all players need to stay within view of the first player

## 4. Is there a way to teleport to each other if we get lost?

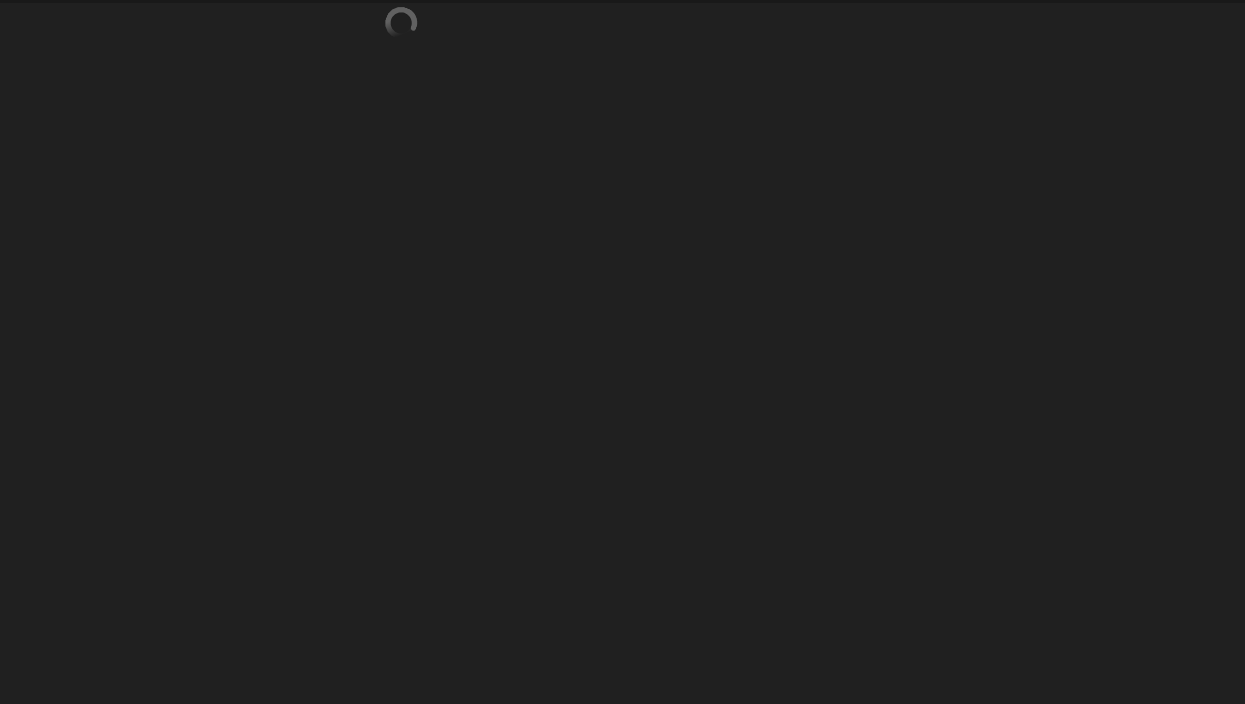
Yes, press **L + R + ZL + ZR** and you'll teleport to the other player.

## 5. Is this compatible with other mods?

It depends. If the mod changes too much, there's a chance it will not work. Currently, it seems Second Wind for example won't boot if you have multiplayer enabled.

## 6. I fall really quickly on my glider. How can I get across \_\_\_\_

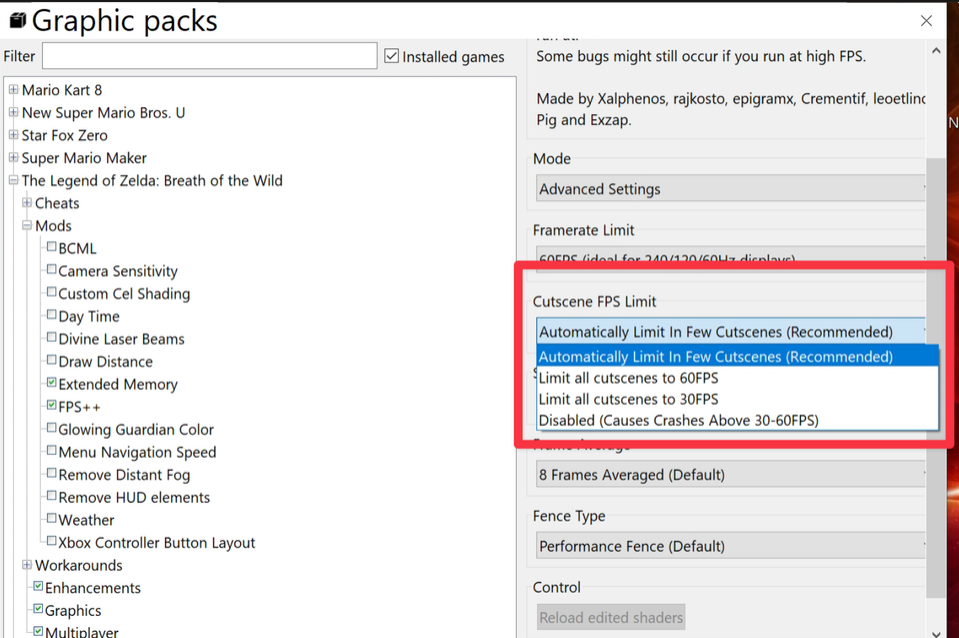
This is a known bug, the gravity physics is going essentially double speed. You'll need to let the second player that doesn't have this issue fly and hold the teleport button shown above to follow them as they fly instead. See the video below for an example:



## 7. The game is crashing at \_\_\_\_ spot

If the game is consistently crashing in a certain spot, report the issue on the Discord and you can temporarily get around it by switching to single player, get past it, save it, then switch back to multiplayer

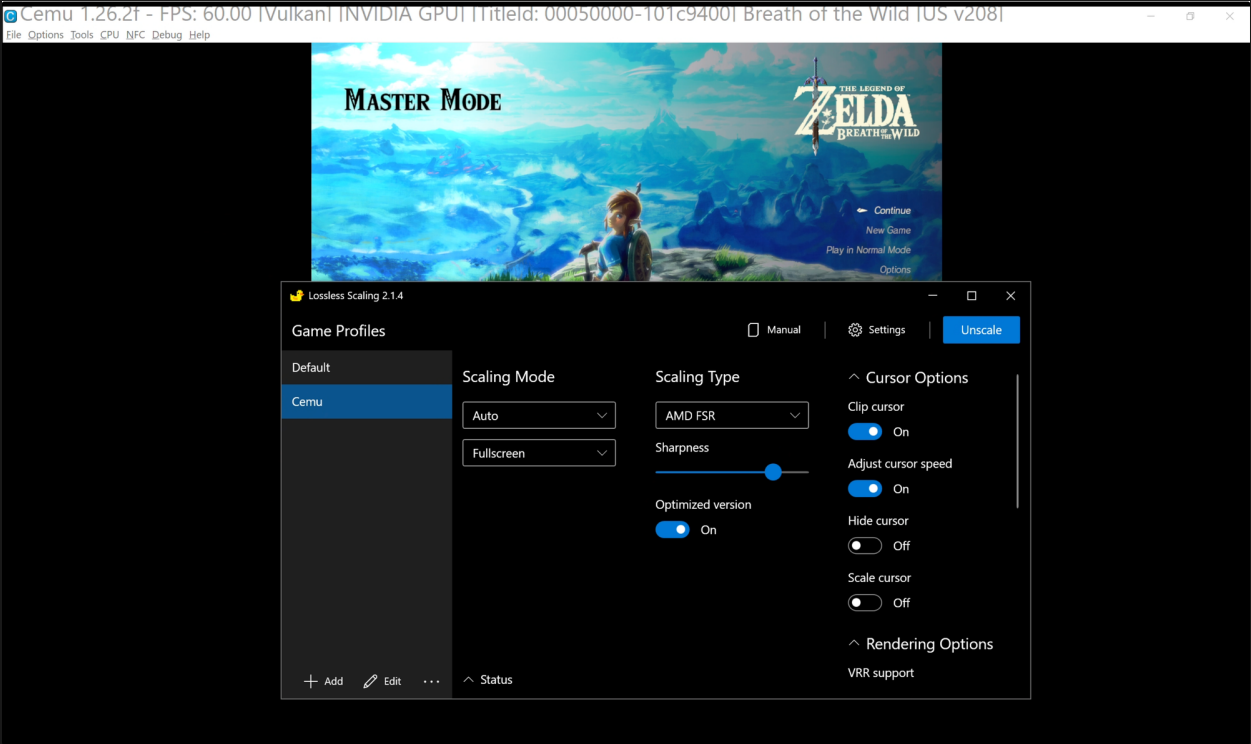
If the game is crashing on cutscenes, you may try limiting all cutscenes to 30 fps using FPS++



## 8. Is there anything that I can do for performance?

Since it's rendering two screens, performance will be cut in half (it's essentially running two copies of the game for the two screens).

There are programs like AMD FSR that can upscale your game to allow you to run at lower resolutions.



### Lossless Scaling on Steam

Demo version is limited to integer and nearest neighbor scaling.  
Lossless Scaling lets you upscale windowed games to full screen

 [https://store.steampowered.com/app/993090/Lossless\\_Scaling/](https://store.steampowered.com/app/993090/Lossless_Scaling/)



or an open source one



## 9. How do I make the game Side by Side instead of Top to Bottom for a widescreen display?

One of the easiest ways is to use Reshade.

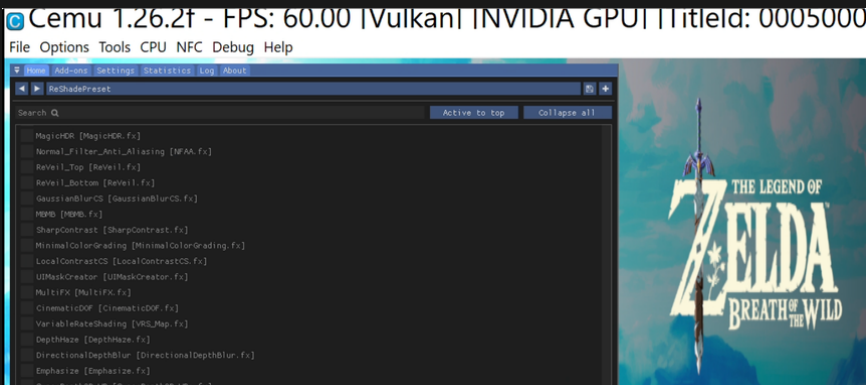
### ReShade

ReShade is a generic post-processing injector for games and video software developed by crosire. Imagine your favorite game with ambient occlusion, real depth of field effects, color correction and more ... ReShade exposes

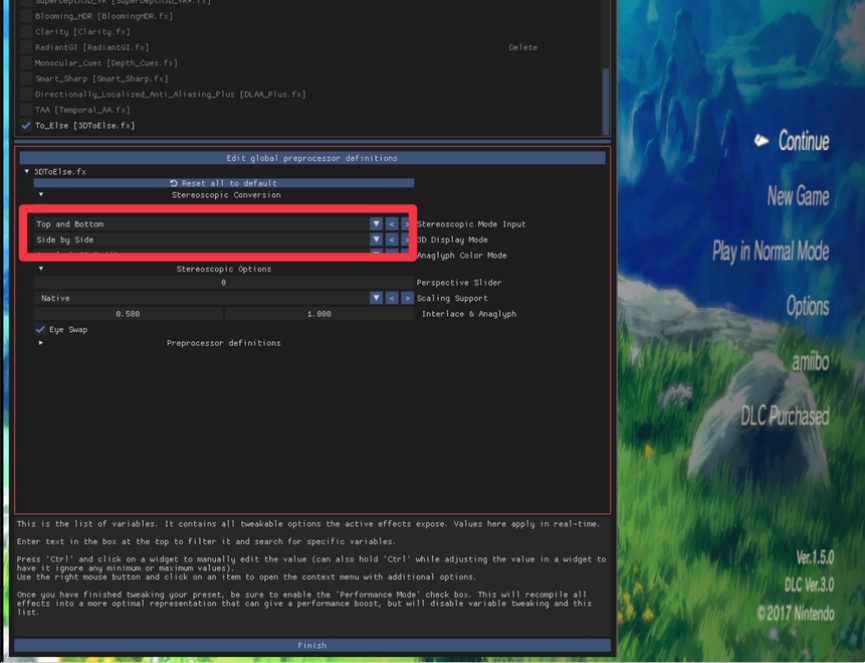
<https://reshade.me/>

Copy this shader to your game's shaders folder

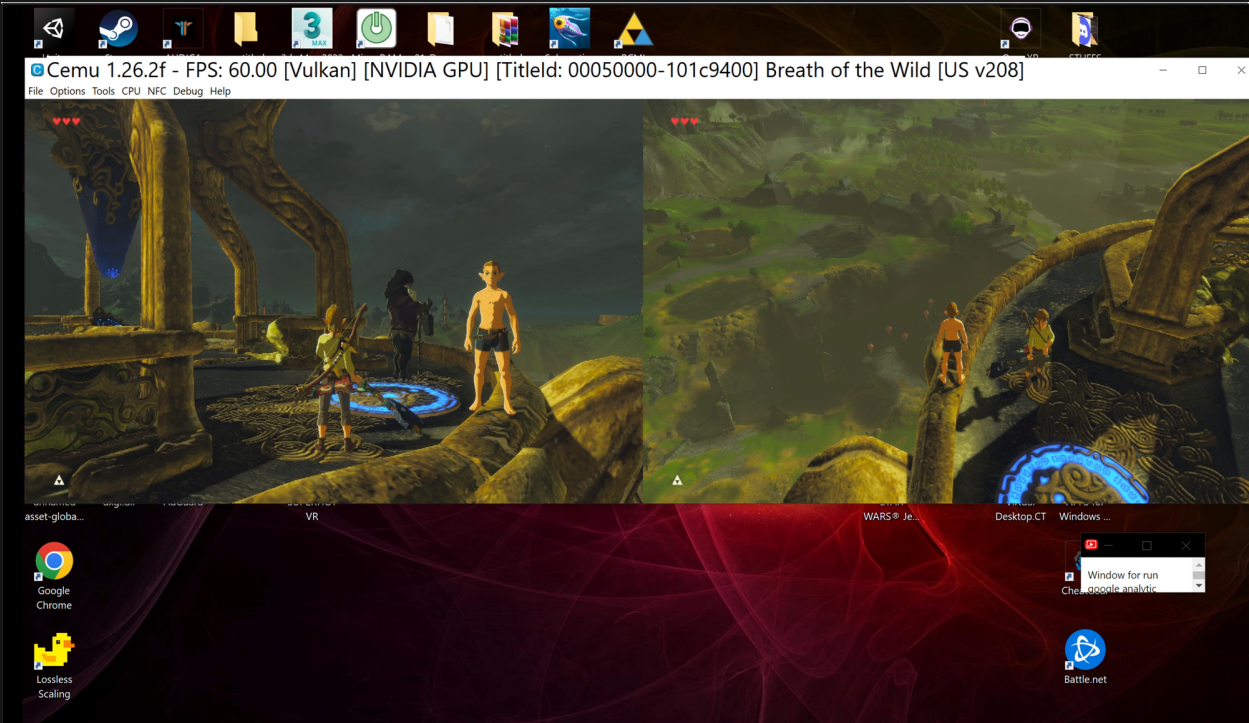
3DToElse.zip 4.8KB







When you launch the game, you can open up reshade and configure like the above with Top and Bottom turning into Side by Side



As long as “Stretch” is still enabled, you can now drag your game window to the correct size so that it’s the correct aspect ratio using SBS

Here’s an example of a SBS size that works well for a 16:9 aspect ratio



```
[Preset] name = 1920x2160 category = Resolution condition =  
(((($aspectRatioWidth - 3) == 0) + (($aspectRatioHeight - 4) == 0)) ==  
2 $width = 1920 $height = 2160
```

A far camera can be helpful too when using this aspect ratio

Far Camera [The Legend of Zelda: Breath of the Wild (...]

gives you an extra wide view to have better control on situations with big groups of enemies, so is highly recommended to use in mods like

🍌 <https://gamebanana.com/mods/351289>



## 10. Can the second player interact with items / open chests, etc.?

Yes, but you need to get quite close to each other. The closer you two are, the less issues you'll have with things like that.

## 11. Can you make it so that each player gets their own monitor with a duel monitor setup?

Here's a good video guide for that:

