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That sounds like a problem with your emulator or the rom you are using. Or theres a puzzle there that you are not figuring out. If it was emulating wii and needed some motion control that might be screwy but since its the NGC version, well an R press is an R press. And if the R button works for something else, no reason why it would suddenly stop working for this application in particular. EDIT: You have to hookshot this thing, not grab it. Make your way to the northeast corner of the room and fight off the small enemy skeleton known as a Stalkin. At the corner of the room you will see a chain, but if you go to grab it, you will sink down below. Instead, use your Clawshot to grab the chain and then pull it back to open the gate. Make your way over to the north side of the room and climb the steps. From Dolphin Emulator Wiki In The Legend of Zelda: Twilight Princess, the next chapter in The Legend of Zelda series, Link can transform into a wolf to scour the darkened land of Hyrule. With the help of Midna, a mysterious being, you must guide Link through hordes of foul creatures and challenging bosses using new moves and a new horseback combat system. Many puzzles stand between Link and the fulfillment of his quest, so you must sharpen your wits as you hunt for weapons and items. The GameCube version isn't mirrored like the Wii version and has free camera control. The GameCube version lacks motion controls while the Wii version does not support the GameCube controller. Although it can be patched from 4.3 to 16.9 as detailed below, there's no native widescreen support, unlike the Wii version. Emulation Information Hyrule Field Speed Hack As the player progress through the game, Hyrule Field will become progressively slower. To fix this, enable the "Hyrule Field Speed Hack" in the ISO properties (right click the game in the game list > Properties > Patches tab > Hyrule Field Speed Hack). Unfortunately, the hack will reduce the quality of the minimap, so it is not enabled by default. Minimap with missing shadowing and other details Problems Improper Transparent Blending Transparent textures that overlay of other textures appear odd with a kind of "shimmering" effect. Mostly noticeable in Prince Ralis (although the Great Fairy is also affected). See issue 10346. Fixed by 5.0-14602 Improper Transparent Blending On Direct3D api, minimap will have some noise artifacts if Anti-Aliasing, Anisotropic Filtering, or Texture Filtering are enabled. Disable all 3 in order to get a "clean" map. For OpenGL, disable Anti-Aliasing. Twilight Princess uses a ray effect at various points throughout the game, most notably at windows and the fountains. The effect is very easily broken. How it is broken depends on the backend used: D3D - Broken by Anti-aliasing, Anisotropic Filtering and an Internal Resolution above 1x Native. OpenGL - Broken by Anisotropic Filtering and an Internal Resolution above 1x Native. Proper Emulation of the effect The built-in Widescreen Hack causes clipping and reflection issues. The following Gecko codes work as a replacement, causing fewer issues. To avoid conflicts, make sure that Widescreen Hack is disabled when using the codes. No \$16:9 Widescreen 04453FD4 3FE79E7B 0445391C 3FE79E7B C22E97F0 00000007 3CA08027 60A52A20 80010114 7C050000 4182001C C222C418 C0030000 EC110032 D0030000 C2229F00 D223000C 38800001 60000000 00000000 C21B76F0 00000002 3C603FAD 90610008 C0010008 00000000 C219DBFC 00000002 3C603FAB 9062A248 C002A248 00000000 C219DD3C 00000002 3C003F80 9002A248 80010064 00000000 04453900 BF400000 04455E18 3F400000 041FE28C 380002C5 C21FE278 00000002 38A0FF9B B0A48000 38A00000 00000000 C21FE2C0 00000002 38A0FF9B B0A48000 38A00000 00000000 C2182198 00000000 C22182198 00000004 3C603FAB 90628000 C01D0100 C2228000 EC110032 D01D0100 387D0100 00000000 C21821A8 00000004 3C603F40 90628000 C01D0100 C2228000 EC110032 D01D0100 7FC3F378 00000000 04453A14 C5000000 04453A30 45800000 C220DFD8 00000003 3C6042CA 90610004 C3810004 C3BF0018 EFBDE028 00000000 C2214BEC 00000003 3C0042CA 90010004 C0410004 EC3E1028 60000000 00000000 C2216B04 00000003 C0240360 3C0042CA 90010004 C0410004 EC22082A 00000000 C2216574 00000003 C0240350 3C0042CA 90010004 C0410004 EC22082A 00000000 C22155A8 00000002 3C00C2CA 900305E8 60000000 00000000 C2215B8E 00000002 3C00C2CA 900305EC 60000000 00000000 C2215D60 00000003 3C0042CA 90010004 C0410004 EC3E102A 60000000 00000000 C2218304 00000003 3C0042CA 90010004 C0410004 EC3E1028 60000000 00000000 0421149C 60000000 C22114B8 00000002 3C0042CA 90010004 C0210004 00000000 C22469A4 00000002 3C00C2CA 90010004 C0210004 00000000 C22469F4 00000002 3C00C2CA 90010004 C0210004 00000000 JP \$16:9 Widescreen F6000001 80008180 3FADB6DB 481C4000 14000000 3FE79E79 E0000000 80008000 F6000001 80008180 C2C80000 42340000 3FADB6DB 47C35000 14000008 3FE79E79 E0000000 80008000 F6000001 80008180 C05F00C8 C07F00BC D200001C 00000006 3DC03F40 91C28004 C2228004 C0030000 C003000C 38800001 60000000 00000000 E0000000 80008000 EU The following code is an AR code and it must be added in the AR Codes tab. \$16:9 Widescreen v2 by Ralph 04003F30 C002A014 04003F34 D0040000 04003F38 C062A030 04003F3C EC03002A 04003F40 D0040008 04003F44 482E66C8 04003F48 38C0FF9A 04003F4C B0C48000 04003F50 4E800020 04003F54 C022A014 04003F58 C042A708 04003F5C C062A030 04003F60 4E800020 0400AF3C 4BF8FF5 041D8A78 4BE2B4D0 041DB8C8 4BE286D0 041DD838 4BE2671D 041DD8F8 EC40002A 041DD914 60000000 041E39E4 4BE20571 041F7ACC 4BEC0489 041FE53C 4BE05A0D 041FE550 380002C6 041FE584 4BE059C5 0420ADA8 3860FFCD 0423A6BC FC20F090 0423E140 C02294F0 0423E144 C042B1D0 04248760 C02294F0 04248764 C042B314 04430BB0 C2C20000 04430BE8 C2BC0000 04430BFC C2BC0000 04430C14 42AE0000 04430C18 42AE0000 04430ED8 42CC0000 04430EE8 42B00000 04430F88 C2B40000 04430F90 C2B40000 04431630 42A00000 04431A14 42A80000 044323D8 C2CC0000 044323F8 C2CC0000 044558DC 3FE79E79 044559D4 C2CC0000 044559F0 444B0000 04456810 C30A0000 04003F64 3C004391 04003F68 90040000 04003F6C 3C0043FE 04003F70 60008000 04003F74 90040008 04003F78 482E5F48 04003F7C C001001C 04003F80 C042A024 04003F84 EC020028 04003F88 C0629F04 04003F8C EC030032 04003F90 EC020028 04003F94 4E800020 04199C48 4BE67E85 041B7880 C0429F1C 041BAF60 4BE49005 041BB238 4BE48D2D 041C53F8 4BE3EB5D 041D0400 C0429F04 041D0404 ECC11024 041D0408 EC41302A 041D0418 EC003028 041D0420 EC001828 Reduce Bloom Ghosting Due to Dolphin's Scaled EFB setting, bloom can turn into "ghost" images around objects in areas with high amounts of bloom. Bloom can be corrected with the following gecko codes. Use the x4 or x8 code, whichever is closest to your Internal Resolution setting. Keep Scaled EFB on. \$Bloom x4 IR C235CA84 00000007 7D2802A6 3CE08000 60E79650 7C093800 41A0001C 3CE08000 60E7A15C 7C093800 41A1000C 7CA51670 7CC61670 39200000 60000000 00000000 C235CB40 00000007 7D0802A6 3CE08000 60E79650 7C083800 41A0001C 3CE08000 60E7A15C 7C083800 41A1000C 7C631670 7C841670 39030000 60000000 00000000 C235DE50 00000006 3F608000 637B9650 7C00D800 41A0001C 3F608000 637BA15C 7C00D800 41A1000C 7CA51670 7CC61670 3B640000 00000000 C2009920 00000002 38600020 38800020 60000000 00000000 04451ab 42000000 Alternatively, bloom can be disabled completely with the Action Replay code below. [1] \$No Bloom Effects [Ralf] 04009650 4E800020 Disabling Scaled EFB Copies can also reduce bloom ghosting at higher resolutions, by rendering the effect at its native resolution. It may, however, render other effects at the native resolution, and can decrease the clarity of these effects at higher resolutions. HD Texture Pack Configuration This title does not need non-default settings to run properly. Version Compatibility The graph below charts the compatibility with The Legend of Zelda: Twilight Princess since Dolphin's 2.0 release, listing revisions only where a compatibility change occurred. A5.0-17390 (current) Compatibility can be assumed to align with the indicated revisions. However, compatibility may extend to prior revisions or compatibility gaps may exist within ranges indicated as compatible due to limited testing. Please update as appropriate. Testing This title has been tested on the environments listed below: Test Entries Revision OS Version CPU GPU Result Tester r6271 Windows 7 Intel Core 2 Duo E7500 @ 2.93 GHz ATI Radeon HD 4850 Fully playable and no slowdown in Hyrule Field (only when ZTP hack is enabled, otherwise you will get only 10FPS). r6758 Mac OS X 10.6.8 Intel Core 2 Duo @ 2.13 GHz NVIDIA GeForce 9400M Fully playable; but by far the slowest game I've tested. Most areas run around ~7-17FPS, even houses and save screen. Dungeons fare better; ~20-30FPS in most rooms (strangely this excludes the Goron Mines). Map is extremely glitchy without proper settings. Hyrule Field is only ~9FPS. ZTP hack doesn't help at all. Ac r6800 Windows XP SP3 Intel Atom N270 @ 1.6 GHz Intel GMA 945 (GMA 950) Very playable 9-10FPS. Disable Lighting and sound Off for best performance. LORPAL r6915 Windows 7 Intel Core 2 Quad @ 2.4 GHz ATI Radeon HD 4870 Fully playable in dungeons and in other areas but still slowdown in Hyrule Field (ZTP hack is enabled it helps but not so much, you obtain 15FPS). r6887 Windows Vista Intel Core 2 Duo T8100 @ 2.2 GHz ATI Mobility Radeon HD 3470 Fully playable in dungeons and in other areas but still slowdown in Hyrule Field (ZTP hack is enabled it helps but not so much, you obtain 15FPS). r6912 Windows 7 Intel Core i5-2500K @ 4.2 GHz ATI Radeon HD 5770 x2 Fully playable in all areas at 30FPS T81435 Windows 7 AMD Phenom X4 955 @ 3.2 GHz ATI Radeon HD 4870 Works perfectly without any slowdowns Shachi r7450 Debian 7 Intel Core 2 Duo @ 2.88 GHz ATI Radeon HD 4850 Works, but slower than when running on Windows r7583 Windows 7 Intel Pentium E2200 @ 2.2 GHz NVIDIA GeForce 7100 GT Fully playable in all areas, except in Hyrule Field r7590 Windows 7 Intel Core i7-950 @ 3.27 GHz AMD Radeon HD 6870 x2 Fully playable in all areas at 30FPS r7607 Windows 7 AMD Athlon II X2 620 @ 2.6 GHz ATI Radeon HD 4870 Fully Playable @ 25-30FPS Shyvo 3.0 Windows 7 AMD Phenom II X4 @ 3 GHz AMD Radeon HD 6970 Mostly okay. Some random crashes. Slowdown to around 20FPS on Hyrule field with ZTP hack activated. Ending has no music whatsoever. No Pistons 3.0 Windows XP AMD Phenom II X2 545 @ 3.1 GHz NVIDIA GeForce 8600 GT Fully Playable, some slowdowns on Hyrule's Field and Faron's forest. 30FPS with OpenGL plugin and suggested settings from this page. Luken 3.0 Ubuntu 12.04 Intel Core i7-3770 NVIDIA GeForce GTX 560 Awesome 30FPS all game no slowdowns and fully playable. Scaled 3x resolution and everything is great. r7661 Windows 7 Intel Core i7-950 @ 3.07 GHz ATI Radeon HD 5770 Unfortunately, this doesn't fair much better than my testing of the Wii version. Resizing, maximizing/minimizing the game window causes the EXACT same errors regarding D3D shading, with the same ridiculous amount of error span, followed by Dolphin crashing. For some reason, however, maximizing the window when the Nintendo and Dolby logos were occurring, it didn't error spam or crash. That's somewhat of an improvement over my Wii experience I suppose. Schlar r7669 Windows 7 AMD Phenom II X4 @ 3.2 GHz NVIDIA GeForce 9600 GT Fully playable @ 30FPS on OpenGL, without any errors Shyvo r7695 Windows 7 Intel Core i5 @ 2.27 GHz ATI Radeon HD 5450 Fully playable, PERFECT!!!!. IguaunaMasterz 3.0-96 Sabayon Intel Core 2 Duo E6420 @ 2.13 GHz NVIDIA GeForce GT 430 Playable, but slower the larger the current area is. This is noticeable everywhere, but only the forest is a bit slow (I don't mind), and Hyrule Field is very slow (which is annoying). If you're not in Hyrule Field, it works very well overall. Sound works nicely, too, but adapts to the game's speed (so in the slow areas it will be playing slower). Use suggested settings from this page, otherwise you get graphics bugs. State saves work! If you get crashes (happened for me once), try switching between the experimental and non-experimental JIT. scummos r7714 Windows 7 Intel Core i3-370M @ 2.4 GHz AMD Radeon HD 6370M Fully playable: No slowdowns, no known glitches. r7719 Windows 7 Intel Core i3-2100 @ 3.1 GHz NVIDIA GeForce GTX 450 Fully Playable @ 29-30FPS on DX9 with 4xSSAA and DSP HLE(Slows down to about 23-28FPS with DSP LLE on Hyrule Field). Also when Hyrule Field is about 65% complete(before 3rd dungeon) frame rate drops to 24-28FPS in Hyrule Field only. Exa 3.0-187 Windows 7 Intel Core i5-2500K @ 4.8 GHz NVIDIA GeForce GTX 560 Ti Perfectly ~30FPS (60Hz) with Direct X (3D11), 1920*1080, 16/9 Hack, Internal Resolution x4 (maximum), Anti-Aliasing 4x (quality 16), Anisotropic 16x (maximum). Just Water effects with 16/9 widescreen bug (it does not matter) Sanitarium026 3.0-204 Windows 7 Intel Core i7-870 @ 2.93 GHz NVIDIA GeForce GTX 470 Perfectly ~30FPS (60Hz) 1920*1080, Default settings and the following: MMU speed hack + ZTP hack + custom projection hack, Anti-Aliasing 4x, Anisotropic 1x, Everything works great. Been playing half the game and the only freezes are when howling as a wolf (solved by saving state before howling and retrying several times). Small issue: Music volume is much higher than SFX sakimrwr 3.0-235 Windows 7 Intel Core i5-2500K @ 3.3 GHz NVIDIA GeForce GTX 560 Ti 30FPS almost all the time, will dip to 25 in Hyrule Field, dips to 20 in some intense combat scenes. Sound glitches fixed by using DSP LLE recompiler. Does not freeze at howling stones or howling at grass with MMU Speed Hack, which does not make FPS drop. Can use anti-aliasing with little impact on performance. Second dungeon completed with no game breaking issues so far. dreedad 3.0-235 Mac OS X 10.7.3 Intel Core i5 @ 2.7 GHz AMD Radeon HD 6770M Fully playable with constant 100% speed and 30FPS at 2.5x Native resolution. Swiftwintler 3.0-306 Windows 7 AMD Phenom II X6 1090t @ 3.68 GHz AMD Radeon HD 5850 30FPS almost all the time, occasionally dipping to 28-29 on busy scenes with very rare lows of 25. Hyrule Field is OS-30. Froze once on howling stones but worked grand after a restart. Got as far as return to Ordona after kakariko, fully playable, no major graphical glitches. Used settings shown on this page and graphics are set as OpenGL, 2x native mode, 2x anti-aliasing, 1x anisotropic. No post-processing, OpenGL texture decoder set, cache display lists set, opentmp texture decoder set. Tsukiko 3.0-369 Windows 7 Intel Core i7-2600 CPU @ 3.4 GHz AMD Radeon HD 6900 Slowed to 20% on moving screens using Direct3D9, but upon switching to OpenGL runs perfectly Mark 3.0-717 Windows 7 Intel Core 2 Q9550 @3.5 GHz ATI Radeon HD 4870 Fully playable but the music on HLE is not right (missing instruments). Also, before configuring Dolphin accordingly, during the intro, both characters had body parts/clothing flashing bright yellow occasionally; no idea how I fixed it but it's gone. Using JIT Recompiler with D3Dlevel at 9, EFB copies RAM w/o Cache enabled. Texture Cache Accuracy is at Fast. EFB is at Virtual, else the output was very low-res. I also skip EFB Access from CPU and no glitches happened so far when enabled. Force Texture Filtering is enabled. Framelimit is at Auto and Limit by FPS is off. Audio Back-end is DSound with DTK music enabled. Overall, using most settings recommended for optimal results. MrBucket 3.0-371 Windows 7 Intel Core i3-530 @ 2.93 GHz NVIDIA GeForce GTX 550 Ti Roughly a constant 30FPS. There are slowdowns in big/busy areas, but so far the FPS never went below 20. Tested using D3D9 video back-end, 3x native internal resolution, no AA, 16x AF. EFB copy to texture (My game always freezes when using EFB copy to RAM for some reason.), texture cache accuracy is fast, no XFB, and skip EFB access from CPU is on. ZTP speedhack is enabled, and I get 23-27FPS on Hyrule Field, with no slowdowns. I haven't experienced any issues with the audio. Xaudio2 with DTK music enabled. Orang 3.0-458 Mac OS X 10.8 Intel Core i7 @ 2.6 GHz Intel HD 4000 Force-swapping to integrated GPU almost works as well but slows down significantly in some parts of Hyrule Field. However all lighting glitches are gone. I don't know what to choose, faster speed or no graphical glitches. Ac 3.0-555 Windows 7 Intel Core 2 Quad Q6600 @ 2.7 GHz AMD Radeon HD 6850 Enabled Open CL Texture decoder, ~50% speedup, no glitches Me 3.0-636 Windows 7 Intel Core i7-950 CPU @ 3.06 GHz NVIDIA GeForce GTX 470 Fully Playable with disabled actually makes Hyrule Field faster (90% with it disabled as opposed to 60%-70% enabled). Zed 3.5 Windows 7 AMD Phenom II x6 1100T @ 3.7 GHz NVIDIA GeForce 660 Ti Works at 30FPS and 100% speed aside from the popular Hyrule Field slowdown. Playing on any SSAA setting and Anisotropic Filtering setting resulted in an extremely smooth experience with no problems at all. Rhyno 3.5 Windows 7 AMD Phenom II x4 945 @ 3 GHz NVIDIA GeForce GTX 650 Ti Full speed 30FPS slowdown only on Hyrule field to 22FPS (when overclock cpu to 3.3 GHz getting 27FPS on Hyrule field) on other areas some minor slowdowns on busy scene 28 29FPS EFB copies to texture minimap works great for me no garbage with EFB to texture directx9 backend audio HLE OpenMP and OpenCL texture decoder enabled, ticked scaled EFB copies disable per-pixel depth ignore format changes 1680x1050 res internal resolution 2.5X NATIVE AF 16x Mirocroatia 3.5 Windows 7 AMD FX-6300 @ 3.5 GHz NVIDIA GeForce GTX 650 Ti The game runs at

full 30FPS most of the time. In heavy areas like Gerudo Desert the FPS can drop slightly to 27FPS when a lot happens on the screen otherwise they run on 30FPS. The fully unlocked Hyrule Field drops to 18-20FPS (overclocking the CPU to 4.1 GHz brings a slight boost of 2FPS to about 21 but isn't really worth it. ZTP hack is recommended, without it Hyrule Field runs at only 14 (!) FPS). EFB setting is set to Texture however there aren't any problems with the minimap or anywhere else in the game (unless you change the setting while the game is running). AA is turned off and AF is set to 1x. Otherwise completely playable. TowerTowel 3.5-329 Windows 7 Intel Core i5-3570K NVIDIA GeForce 560Ti 448 I use LLE sound emulation because HLE fails to play some notes and instruments in music (not noticeable if you don't pay attention and don't know how the music sounds on a real GC). Even with ZTP Hack, there is a FPS drop in Hyrule field even on my system when the field is fully "unlocked" (tested with complete save). I haven't noticed any graphical glitch so far, except the one that happens if you use Widescreen Hack (weird distortion on the sides of the screen when there is water or other special effects displayed). Herpderpus 4.0 Windows 7 Intel Core i5-3570K @ 3.6 GHz AMD Radeon HD 7850 With ZTP Hack Enabled, and DirectX9 Backend, Runs Perfectly Caboose700 4.0 Windows 7 Intel Core i7-4770K @ 3.5 GHz AMD Radeon R9 270X Playable in nearly all parts of the game at full screen 1080p widescreen (not using the built-in widescreen hack), with 4x Internal Resolution, Anti-Aliasing off, 16x Anisotropic Filtering, EFB Copies set to RAM, Texture Cache accuracy set to Safe, and using the DSP LLE Recompiler to accurately emulate audio. The only main areas of slowdown are Gerudo Desert, (27-28FPS), Faron Woods (28-30FPS) and Hyrule Field (17-19FPS). When first exploring Hyrule Field, the game runs full speed, but by the end of the game (full field map explored) the framerate is dropped significantly. All of these framerates were achieved also while recording with Fraps for my Let's Play (. There are a couple of freezes while recording in some of the episodes, but I'm pretty sure it's just my computer. ImAFutureGuitarHero 4.0.1 Windows 7 Intel Core i5-3570K @ 4.4 GHz NVIDIA GeForce GTX 460 OpenGL backend has performance issues but DirectX 11 runs fine. Bloom is not rendered correctly. Shadows render low resolution. Frame rate is not consistent. Game is playable but doesn't look very good. Heat effect is rendered blurry and low resolution. Kilobytez95 4.0.1 Windows 7 Intel Core i5-2500K @ 3.3 GHz NVIDIA GeForce GTX 560 Ti DirectX 11 performs better than OpenGL. HLE DSP has problems but LLE DSP causes slowdowns. Game is just playable (drops to 25FPS) with DirectX11 and LLE DSP. Dtech 4.0.2 Windows 7 Intel Celeron G1610 @ 2.6 GHz Intel HD Graphics I've been retrieving Epona. I couldn't get the minimap to work properly though. No other bug. Almost playable : 20FPS hivaoa 4.0.2 Windows 8.1 Intel Core-i7 @ 3 GHz NVIDIA GeForce GT 745m Not using the mipmap due to frame loss required to run it properly. As long as I make sure that I am running the game from my NVIDIA card and not my Intel card it is otherwise perfectly playable to 4xNative. Playable : 30FPS Lieko 4.0.2 Windows 7 Intel Core-i5-4670K @ 3.8 GHz NVIDIA GeForce GTX 760 Runs quite nicely, no lag as far I played, but make copies of your saves!! Sometimes while loadings, Dolphin crashes and the ENTIRE card goes corrupted. Widescreen hack also glitches graphical effects. Bloom effect goes buggy if you go above native resolution Magicraft 4.0.2 Windows 7 Intel Core-i5-3450 @ 3.1 GHz NVIDIA GeForce GTS 450 Runs perfectly to up to 3x Standard Resolution on this mid-range computer. I have standard settings in Dolphin. There is just one performance issue I could report so far (being about the middle of the game): If you have the standard DSP on HLE, there won't be any lag in the game, but the music is louder than FX sounds, which sometimes can be annoying. If you use DSP LLE, the loudness of FX and music is reproduced like it should be, but I experienced alot of lag in almost any sequence and on fields around Hyrule - I don't have these issues on DSP HLE though. I run at 3x native resolution, setting it to 1x native doesn't change the lags in any way on DSP LLE. So I stayed with HLE. Heimdall 4.0.2 Windows 8.1 Intel Core-i7 @ 2.1 GHz Intel HD 4000 Is fully playable. Hyrule Field slowdown is severe, provided fix for later versions made it worse. xxxAceBlade 4.0.2 Windows 8.1 AMD Athlon 64 X2 4200+ NVIDIA GeForce 6150 SE No playable ~6-8FPS Ticamus 4.0-2069 Windows 8.1 Intel Core-i7 3770K @ 3.9 GHz AMD Radeon HD 6970 Game runs smooth at 2.5X Res @ 4 AA and 16x AF, Must use EFB Copies to RAM with High Accuracy for Minimap to work. DSP LLE Recomp causes random crashes. Ralstig 4.0-4889 Windows 7 Intel Core i7-4710 NVIDIA GeForce GTX 860M The game ran great all the way through to the end. Some slight audio imperfections in a handful of tracks because of HLE. The game was completed in 2x native resolution with everything else set to default. ANDY 5.0-rc-0 Windows 10 Intel Core i5-3337u NVIDIA GeForce GT 735m Fully playable with 3x internal resolution (1080p - Direct3D) Always 30FPS (Right click on the game and active Hyrule field speed hack). Anyway it's far better than older dolphin revisions and now fully playable on my laptop. AR codes for Widescreen and no-bloom works really well. I got better audio results with LLE than HLE Ed 5.0-rc-37 Windows 10 Intel Core i3-2120 NVIDIA GeForce GTX 560 "PAL version @60hz". The game run very smooth and fully playable @30FPS. Sometimes i have little sound lag using HLE. Config : Direct3D, 1920x1080, IR Auto (screen size), Lighting per pixel, Force 16:9 (AR code 16:9 ratio aspect fix), No bloom effect hack, Hyrule fields speed hack, No AA, 1x AF, Enable FXAA in NVIDIA config pannel. Very good with a Xbox 360 controller (Left stick range 62, Right stick range 60, both radius 100 and dead zone 20). Schkreuissot 4.0-9175 Windows 8.1 AMD A4-6210 @ 1.8 GHz AMD Radeon R3 Game lags 10FPS-25FPS. Have yet to go to Hyrule Field. Don't play with the settings because it might cause a black screen on the title screen 4.0-9211 Windows 10 Intel Core i5-4570 NVIDIA GeForce GTX 960 Began with OpenGL but after 2nd dungeon fps dropped in Hyrule field, even with speed hack. Switched to D3D 11 with speed hack and ran perfectly for rest of the game. 2x native res, 8xAA, 16xAF, all else default. Jesse 4.0-9237 Windows 7 AMD FX 8320 @ 3.5 GHz NVIDIA GeForce GTX 560 2GB Solid 30FPS while playing, slight stutter when loading cutscenes where it drops to 21FPS briefly before returning to 30 JayStar 5.0 Windows 7 Intel Core 2 Quad Q9400 NVIDIA GeForce GT 710 Perfect, solid 30FPS at 2.5 native resolution and 4X anisotropic filtering. Minor slowdowns and stuttering every few hours or so. EagerStallion 5.0 Ubuntu 14.04.3 Intel Celeron N2840 Intel Bay Trail HD Graphics 12 FPS unplayable 5.0 Windows 10 Intel Core 2 Quad Q6600 @ 2.4 GHz NVIDIA GeForce GTX 550 Ti Near perfect emulation. Constant 30 FPS, some slow downs in Faron Woods, but runs perfectly fine overall. Hyrule Field very slow unless activating the Hyrule Field patch. 5.0-37 Windows 10 Intel Pentium E5700 @ 3 GHz AMD Radeon HD 7700 Game works perfectly. Always @30FPS. Config : Direct3D 11, 1920x1080, IR 3x (1080p), Per-pixel lightning, Hyrule fields speed hack, No AA, 1x AF. Tested with a Dualshock 4. berdish1 5.0-282 Windows 10 AMD A6-5200 @ 2 GHz AMD Radeon HD 8400 The game is always in 10-20FPS when you enter in a dungeon (especially in the goro mines). 15-20FPS when you encounter an NPC and 10FPS on the cinematics. The only time that the game goes in 30FPS is when you don't have any NPC near or effects such as water, lava, explosions or fire. Used Direct3D 11, No AA, 1xAF, used Hyrule Speed Hack, used DSP with LLE and native res. Twenty One 5.0-1591 Windows 8.1 Intel Core i5-5250U Intel HD Graphics 5500 Perfect 30FPS with Hyrule Field Patch and this configuration Gameplay Videos The Legend of Zelda Twilight Princess HD - Let's Play 18Zelda Twilight Princess - Final Battle

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