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The Legend of Zelda: Ocarina of Time is a treasured classic, and despite Nintendo's unwillingness to bring its N64 catalog to the Switch, fans are taking up the task of remastering this beloved game. Nintendo Life found an amazing video that showed footage of Ocarina of Time 3D in 4K at 60 frames per second. It, unfortunately, doesn't fill up the screen, but the textures and frame rate look amazing on the PC as they were upscaled by Henriko. This particular YouTuber Brian Tate uploaded footage running from the Citra emulator, which takes ROMs from Nintendo 3DS games and makes them playable on a computer. Tate downloaded a mod that extended its locked 20fps to a full 60fps, and then used the textures from Henriko to create this amazing experience. Tate even tried the game in VR with a Reverb G2VR HMD and said it "looks especially nice." We don't condone using third party emulators or software or illegally downloaded games, but Nintendo has been shown up many times before by its fans. For example, Nintendo released the lackluster Super Mario 3D All-Stars collection last year that barely touched up the graphics of Super Mario 64 at all. Just last week, a fan added some amazing ray-tracing to the game, creating a realistic water surface. Someone's even remade Castle Town from Ocarina of Time in Unreal Engine 4. The 60fps mod does have its issues, however. Every time you enter a new landscape or crawl through a tunnel, you'll need to turn off the 60fps mode for the game to work. It can be toggled with a button. Fans are expecting a collection of The Legend of Zelda games on the Nintendo Switch this year as it's the series' 35th anniversary. Currently, The Wind Waker HD and Twilight Princess are trapped on the Wii U, and both the Ocarina of Time and Majora's Mask remakes are stuck on the 3DS. All of these adventures would fit the Nintendo Switch incredibly well and suit a 35th anniversary collection, similar to Super Mario 3D All-Stars. One game that some have asked for a port of Skyward Sword, although its original release heavily features the Wii Motion Plus controls. However, that may be tricky for the Nintendo Switch. The Joycon controllers don't offer the same precise motion controls, and Switch Lite owners would be out of luck as all of the controls are intrinsically tied to the Wii Remote. Source: Nintendo Life Next: I Want Every Game To Learn From Final Fantasy 14's Photo Mode This repository was archived by the owner on Mar 21, 2025. It is now read-only. This repository was archived by the owner on Mar 21, 2025. It is now read-only. You can’t perform that action at this time. Home Off Topic Emulation 3ds Citra launching issues Home Off Topic Emulation 3ds Citra launching issues Home LaunchBox Noobs citra issue/other 3ds emulator options? Home LaunchBox Noobs citra issue/other 3ds emulator options? Share — copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. Home Off Topic Emulation Citra won't open games from LB Home Off Topic Emulation Citra won't open games from LB Hello yuz-ers and Citra fans: We write today to inform you that yuzu and yuzu’s support of Citra are being discontinued, effective immediately. yuzu and its team have always been against piracy. We started the projects in good faith, out of passion for Nintendo and its consoles and games, and were not intending to cause harm. But we see now that because our projects can circumvent Nintendo’s technological protection measures and allow users to play games outside of authorized hardware, they have led to extensive piracy. In particular, we have been deeply disappointed when users have used our software to leak game content prior to its release and ruin the experience for legitimate purchasers and fans. We have come to the decision that we cannot continue to allow this to occur. Piracy was never our intention, and we believe that piracy of video games and on video game consoles should end. Effective today, we will be pulling our code repositories offline, discontinuing our Patreon accounts and Discord servers, and, soon, shutting down our websites. We hope our actions will be a small step toward ending piracy of all creators’ works. Thank you for your years of support and for understanding our decision. Citra is not compatible with certain devices or operating systems due to specific hardware or software requirements. It is important to check the minimum requirements before attempting to run Citra on a device. What is Citra compatible with? Citra is compatible with Android 8 (64-bit) and devices that support OpenGL ES 3.2. It also added support for Vulkan since September 15th, 2023, which improved performance in various scenarios. What to do if Citra doesn’t work? If Citra is not working properly, you can try the following steps: Open Citra and go to File > Open Citra Folder (or Citra > Open Citra Folder on MacOS) and open the log folder. Launch your game and encounter the problem (crash, slowdown, glitch), and close Citra if it doesn’t close automatically. Upload the log file in the chat for further analysis and assistance. Is Citra compatible with my phone? Citra is only supported on 64-bit versions of Windows, macOS, Linux, and Android 8 (Oreo) or above. If your device meets these requirements, you can choose one of the options available. What Android can run Citra? Citra is actively tested and supported on various 64-bit versions of Windows (10 and above), Linux, and Android 9.0 (Pie) or newer. While other platforms may work, they have not been extensively tested by developers. Can you play Citra on 32-bit Android? No, Citra only supports processors with ARMv8 or x86-64 architecture. 32-bit processors (ARMv7, x86) are not compatible with Citra. Is there any other 3DS emulator other than Citra for Android? Yes, DraStic DS Emulator is another popular choice for playing 3DS games on Android. While Citra is a newer and fan-favorite emulator, DraStic is still considered one of the best emulators for Android. What phone is best for Citra? Citra recommends using a device with a Snapdragon 835 or better for optimal performance. However, the experience may vary depending on the quality of the device’s GPU drivers. Can Citra Android play Pokemon? Citra for Android can play Pokémon games of generations 4 and 5 using the Desmume emulator. For generations 6 and above, Citra emulator can be used. There is also an option to play generation 4 and 5 games using the FreeDS emulator on the Play Store for Android devices. Can Citra emulate DS games? No, Citra is specifically designed for 3DS emulation and does not support original DS games. For DS game emulation, emulation software like DeSmuME or MelonDS should be used. Why does Citra keep crashing? There could be several reasons why Citra keeps crashing, such as outdated software or insufficient storage space. It is recommended to ensure that the software is up to date and there is enough free storage space on the device to prevent crashes. Does Citra need admin? No, Citra does not require administrative access to run. It can be launched without the need for administrative permissions. How to install older Citra? If you need to install an older version of Citra, you can check the version history on the official website or the Uptodown platform. You can download previous versions of Citra from Uptodown, ensuring that they are safe and free from viruses. Is Citra the only 3DS emulator? No, Citra is not the only 3DS emulator available. While it is the most popular and widely used emulator, there are other 3DS emulators such as DeSmuME and MelonDS that can emulate 3DS games in addition to original DS games. Can a phone run a 3DS emulator? Android phones have the capability to emulate certain consoles, including the Nintendo 3DS. The most popular Android emulator for 3DS games is Citra, which allows users to play 3DS games on their Android devices. However, the performance may vary depending on the specifications of the phone and the specific game being played. Does Pokemon run well on Citra? Yes, Pokémon X and Y run excellently on Citra. However, it is important to note that there may be a performance RetroArch Windows devices Hy, I tried several pokemon from nintendo 3ds on build in citra core on retro arch. always when i load the game retro arch crashes (the window gets closed). Then i install the real citra emulator and there it’s working with the same files. retro arch process in task manager is also still there and when i start it again, a new process is opening. I have no idea, why this doesn’t work. Nintendo DS core works with pokemon and nintendo advance works also with pokemon and mario. If the window is closing but the process isn’t stopping, that usually means it’s still trying to load. How long have you waited for the window to come back? Have you tried any other games? If so, were you able to get any games to work? Edit: The stuff what i said with 2-3 seconds was with the Nintendo DS emulator. i remembered wrong first. Edit: They are all not working. It works no game on the citra core but it works on citra stand alone emulator. It works a lot of games on other cores like gameboy advance or nintendo ds, but not on this one. i waited like 5 minutes. And yes, i tried pokemon x, y, black, white 1&2 and they are all working (they need also citra emulator. First i though it’s also not working, because the window also get away, but only for 2-3 seconds. But this one just doesn’t work. I waited minutes. retrarchjuser: They are all not working. Ok, can you post a verbose log of you trying to launch something? hunterk: verbose log What is that, where can i find a log file ? You have to tell RetroArch to make one. Go to settings > user interface and set ‘show advanced options’ to ON, then go to settings > logging and set ‘logging verbosity’ to DEBUG and then ‘log to file’ to ON. Ok, and where can i find the log file ? Can’t find it. Do i have to set it on off, when it happened ? it should be in your ‘logs’ directory. You can go to settings > directory and see for sure [INFO] Updating firmware status for: C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\cores\citra_libretro.dll on C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\system [INFO] Using content: C:\Games\Nintendo\Pokemon\Generation 6\Pokemon Y (EUR).7z#Pokemon Y (EU).cia. [INFO] arg #0: retroarch [INFO] arg #1: C:\Games\Nintendo\Pokemon\Generation 6\Pokemon Y (EUR).7z#Pokemon Y (EU).cia [INFO] arg #2: -s [INFO] arg #3: C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\saves [INFO] arg #4: -S [INFO] arg #5: C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\states [INFO] arg #6: -c [INFO] arg #7: C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\retroarch.cfg [INFO] arg #8: -L [INFO] arg #9: C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\cores\citra_libretro.dll [INFO] arg #10: -v [INFO] Content ran for a total of: 00 hours, 00 minutes, 00 seconds. [INFO] Unloading game.. [INFO] Unloading core.. [INFO] Unloading core symbols.. [INFO] [Video]: Average monitor Hz: 58.633832 Hz. (99.092 % frame time deviation, based on 2048 last samples). [INFO] Set config file to : C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\retroarch.cfg [INFO] RetroArch 1.7.7 (Git 52dd39f98a) [INFO] Speicherdaten umleiten in "C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\saves\Pokemon Y (EU).srm". [INFO] Spielstand umleiten in "C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\states\Pokemon Y (EU).state". [INFO] === Build ========== [INFO] CPU Model Name: Intel(R) Core(TM) i7-4820K CPU @ 3.70GHz [INFO] Fähigkeiten: MMX MMXEXT SSE1 SSE2 SSE3 SSSE3 SSE4 SSE4.2 AVX AES [INFO] Built: May 10 2019 [INFO] Version: 1.7.7 [INFO] Git: 52dd39f98a [INFO] ========== [INFO] Loading dynamic libretro core from: "C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\cores\citra_libretro.dll" [INFO] [Overrides] no core-specific overrides found at C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\config\Citra\Citra.cfg. [INFO] [Overrides] no content-dir-specific overrides found at C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\config\Citra\Generation 6.cfg. [INFO] [Overrides] no game-specific overrides found at C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\config\Citra\Pokemon Y (EU).cfg. [INFO] [Shaders]: preset directory: C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\shaders\presets [INFO] Environ SET_VARIABLES. [INFO] Environ SET_CONTROLLER_INFO. [INFO] Controller port: 1 [INFO] Nintendo 3DS (ID: 257) [INFO] [Remaps]: remap directory: C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\config\remaps [INFO] [Remaps]: no game-specific remap found at C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\config\remaps\Citra\Pokemon Y (EU).rmp. [INFO] [Remaps]: no content-dir-specific remap found at C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\config\remaps\Citra\Generation 6.rmp. [INFO] [Remaps]: no core-specific remap found at C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\config\remaps\Citra\Citra.rmp. [INFO] Speicherdaten umleiten in "C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\saves\Pokemon Y (EU).srm". [INFO] Spielstand umleiten in "C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\states\Pokemon Y (EU).state". [INFO] Environ GET_LOG_INTERFACE. Edit: You mean this ? 1 Like That’s only part of it, but yes. Can you try unzipping the game first? It’s the same. [INFO] Updating firmware status for: C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\cores\citra_libretro.dll on C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\system [INFO] Using content: C:\Games\Nintendo\Pokemon\Generation 6\Pokemon Y (EU).cia. [INFO] arg #0: retroarch [INFO] arg #1: C:\Games\Nintendo\Pokemon\Generation 6\Pokemon Y (EU).cia [INFO] arg #2: -s [INFO] arg #3: C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\saves [INFO] arg #4: -S [INFO] arg #5: C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\states [INFO] arg #6: -c [INFO] arg #7: C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\retroarch.cfg [INFO] arg #8: -L [INFO] arg #9: C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\cores\citra_libretro.dll [INFO] arg #10: -v [INFO] Content ran for a total of: 00 hours, 00 minutes, 00 seconds. [INFO] Unloading game.. [INFO] Unloading core.. [INFO] Unloading core symbols.. [INFO] [Video]: Does not have enough samples for monitor refresh rate estimation. Requires to run for at least 4096 frames. [INFO] Set config file to : C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\retroarch.cfg [INFO] RetroArch 1.7.7 (Git 52dd39f98a) [INFO] Speicherdaten umleiten in "C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\saves\Pokemon Y (EU).srm". [INFO] Spielstand umleiten in "C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\states\Pokemon Y (EU).state". [INFO] === Build ========== [INFO] CPU Model Name: Intel(R) Core(TM) i7-4820K CPU @ 3.70GHz [INFO] FÃ¤higkeiten: MMX MMXEXT SSE1 SSE2 SSE3 SSSE3 SSE4 SSE4.2 AVX AES [INFO] Built: May 10 2019 [INFO] Version: 1.7.7 [INFO] Git: 52dd39f98a [INFO] ========== [INFO] Loading dynamic libretro core from: "C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\cores\citra_libretro.dll" [INFO] [Overrides] no core-specific overrides found at C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\config\Citra\Citra.cfg. [INFO] [Overrides] no content-dir-specific overrides found at C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\config\Citra\Generation 6.cfg. [INFO] [Overrides] no game-specific overrides found at C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\config\Citra\Pokemon Y (EU).cfg. [INFO] [Shaders]: preset directory: C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\shaders\presets [INFO] Environ SET_VARIABLES. [INFO] Environ SET_CONTROLLER_INFO. [INFO] Controller port: 1 [INFO] Nintendo 3DS (ID: 257) [INFO] [Remaps]: remap directory: C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\config\remaps [INFO] [Remaps]: no game-specific remap found at C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\config\remaps\Citra\Pokemon Y (EU).rmp. [INFO] [Remaps]: no content-dir-specific remap found at C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\config\remaps\Citra\Generation 6.rmp. [INFO] [Remaps]: no core-specific remap found at C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\config\remaps\Citra\Citra.rmp. [INFO] Speicherdaten umleiten in "C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\saves\Pokemon Y (EU).srm". [INFO] Spielstand umleiten in "C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\states\Pokemon Y (EU).state". [INFO] Environ GET_LOG_INTERFACE. [INFO] Laden des Inhalts Ã¼bersprungen. Die Implementierung wird ihn selbst laden. [INFO] CRC32: 0xb0a6bb8e . [INFO] Environ SET_PIXEL_FORMAT: XRGB8888. [INFO] Environ SET_HW_RENDER. [INFO] Requesting core OpenGL context (3.3). [libretro INFO] Frontend @ citra_libretro/citra_libretro.cpp:retro_load_game:420: Starting Citra RetroArch game... [INFO] Environ SET_INPUT_DESCRIPTORS: [INFO] RetroPad, User 1, Button "B (bottom)" => "B" [INFO] RetroPad, User 1, Button "Y (left)" => "Y" [INFO] RetroPad, User 1, Button "Select" => "Select" [INFO] RetroPad, User 1, Button "Start" => "Start" [INFO] RetroPad, User 1, Button "D-Pad Up" => "Up" [INFO] RetroPad, User 1, Button "D-Pad Down" => "Down" [INFO] RetroPad, User 1, Button "D-Pad Left" => "Left" [INFO] RetroPad, User 1, Button "D-Pad Right" => "Right" [INFO] RetroPad, User 1, Button "A (right)" => "A" [INFO] RetroPad, User 1, Button "X (up)" => "X" [INFO] RetroPad, User 1, Button "L" => "L" [INFO] RetroPad, User 1, Button "R" => "R" [INFO] RetroPad, User 1, Button "L2" => "ZL" [INFO] RetroPad, User 1, Button "R2" => "ZR" [INFO] RetroPad, User 1, Button "L3" => "Home" [INFO] RetroPad, User 1, Button "R3" => "Touch Screen Touch" [INFO] Environ GET_VARIABLE citra_use_cpu_jit: [INFO] enabled [INFO] Environ GET_VARIABLE citra_use_hw_renderer: [INFO] enabled [INFO] Environ GET_VARIABLE citra_use_hw_shaders: [INFO] enabled [INFO] Environ GET_VARIABLE citra_use_shader_jit: [INFO] enabled [INFO] Environ GET_VARIABLE citra_use_acc_geo_shaders: [INFO] enabled [INFO] Environ GET_VARIABLE citra_use_acc_mul: [INFO] enabled [INFO] Environ GET_VARIABLE citra_use_virtual_sd: [INFO] enabled [INFO] Environ GET_VARIABLE citra_is_new_3ds: [INFO] Old 3DS [INFO] Environ GET_VARIABLE citra_swap_screen: [INFO] Top [INFO] Environ GET_VARIABLE citra_use_gdbstub: [INFO] disabled [INFO] Environ GET_VARIABLE citra_resolution_factor: [INFO] 1x (Native) [INFO] Environ GET_VARIABLE citra_layout_option: [INFO] Default Top-Bottom Screen [INFO] Environ GET_VARIABLE citra_deadzone: [INFO] 15 [INFO] Environ GET_VARIABLE citra_analog_function: [INFO] C-Stick and Touchscreen Pointer [INFO] Environ GET_VARIABLE citra_region_value: [INFO] Auto [INFO] Environ GET_VARIABLE citra_use_libretro_save_path: [INFO] LibRetro Default [INFO] Environ SET_GEOMETRY. [libretro INFO] Frontend @ citra_libretro/citra_libretro.cpp:UpdateSettings:314: User dir set to "C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\saves/Citra/". [INFO] SET_GEOMETRY: 400x480, aspect: 0.833. [libretro WARN] Loader @ core/loader/loader.cpp:GetLoader:137: File C:\Games\Nintendo\Pokemon\Generation 6\Pokemon Y (EU).cia has a different type than its extension. [libretro ERROR] Core @ core/core.cpp:Load:99: Failed to obtain loader for C:\Games\Nintendo\Pokemon\Generation 6\Pokemon Y (EU).cia! [INFO] Environ SET_MESSAGE: Failed to obtain loader for specified ROM! [libretro ERROR] Frontend @ citra_libretro/citra_libretro.cpp:retro_load_game:454: Failed to obtain loader for C:\Games\Nintendo\Pokemon\Generation 6\Pokemon Y (EU).cia! [ERROR] Laden des Inhalts fehlgeschlagen. [INFO] Environ SET_PIXEL_FORMAT: RGB565. [INFO] Speicherdaten umleiten in "C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\saves\Pokemon Y (EU).srm". [INFO] Spielstand umleiten in "C:\Users\Gaming-Tower\AppData\Roaming\RetroArch\states\Pokemon Y (EU).state". [INFO] Version der libretro-API: 1 [INFO] Kompiliert gegen API: 1 [INFO] [Audio]: Set audio input rate to: 30000.00 Hz. [INFO] [Video]: Video @ 1600x1200 [INFO] [Video]: Using HW render, OpenGL driver forced. [INFO] [Video]: Using configured "gl" driver for GL HW render. [INFO] [GL]: Found GL context: wgl [INFO] [GL]: Detecting screen resolution 3840x2160. [INFO] [WGL] extensions: WGL_ARB_buffer_region WGL_ARB_create_context WGL_ARB_create_context_no_error WGL_ARB_create_context_profile WGL_ARB_create_context_robustness WGL_ARB_context_flush_control WGL_ARB_extensions_string WGL_ARB_make_current_read WGL_ARB_multisÌŠÙ[INFO] [WGL]: Adaptive VSync supported. [INFO] [WGL]: wglSwapInterval(1) [INFO] [GL]: Vendor: NVIDIA Corporation, Renderer: GeForce GTX 960/PCIe/SSE2. [INFO] [GL]: Version: 3.3.0 NVIDIA 419.35. [INFO] [GL]: Using Core GL context, setting up VAO... [INFO] [GL]: Using resolution 1600x1200 [INFO] [GL]: Default shader backend found: glsl. [INFO] [Shader driver]: Using GLSL shader backend. [INFO] [GLSL]: Checking GLSL shader support ... [WARN] [GL]: Stock GLSL shaders will be used. [INFO] [GLSL]: Found GLSL vertex shader. [INFO] [GLSL]: Using GLSL version 330. [INFO] [GLSL]: Found GLSL fragment shader. [INFO] [GLSL]: Using GLSL version 330. [INFO] [GLSL]: Linking GLSL program