

## Cemu - Bug #219

### Performance decrease in BOTW after upgrading to 1.15.20 from 1.15.19

12/08/2019 06:43 AM - LordFranz

<b>Status:</b> Closed	<b>Start date:</b> 12/08/2019
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b> Graphic	
<b>API:</b> OpenGL	<b>GPU Vendor/Model:</b> NVIDIA 2070 Super
<b>Cemu Version:</b> 1.15.20	
<b>Description</b> I received an automatic update for 1.15.20 yesterday, but after I upgraded, my average fps in BOTW decreased from the usual 40-70, down to 30 and below. No other settings changed.  I tried a few restarts, and even decreased some of my graphics settings but to no avail.  I then downgraded my Cemu version back to 1.15.19 and the performance was back up to normal!	

#### History

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**#1 - 12/08/2019 06:46 AM - LordFranz**

Lots of people reporting the same problem on reddit.

**#2 - 12/08/2019 01:06 PM - Cemmer76**

I confirm this huge speed regression on my system as well

**#3 - 12/08/2019 03:14 PM - Zalnor**

- Status changed from New to Closed

Looking into this issue, 1.15.20 has a bug that changes the cpu recompiler mode back to whatever the default is on a per game profile basis.

So go edit BOTWs game profile and set your cpu mode back to dual or triple recompiler mode.

I'm closing this issue and opening one with the proper issue.