

ECWolf

ECWolf is a port of the Wolfenstein 3D engine based of Wolf4SDL. It combines the original Wolfenstein 3D engine with the user experience of ZDoom to create the most user and mod author friendly Wolf3D source port.



Quote from <https://bitbucket.org/ecwolf/ecwolf/src/master/README.md>

ECWolf was constructed with GZDoom's API in mind, so their command syntax/configuration appear to be very similar, but cross-compatibility should not be assumed or expected. There will usually be specific commands/configs required for each system that corrupt/are incompatible with the other, resulting in issues.

This system scrapes metadata for the "ecwolf" group(s) and loads the ecwolf set from the currently selected theme, if available.

Grouped with the "ports" group of systems.



Quick reference

- **Emulator:** [ecwolf](#)
- **Folder:** /userdata/roms/ecwolf
- **Savegames:** /userdata/saves/ecwolf/[romname]/
- **Accepted ROM formats:** .ecwolf, .pk3, .squashfs

BIOS

No ECWolf emulator in Batocera needs a BIOS file to run.

ROMs

Install to roms/ecwolf/. The ecwolf binary offers same supports as the original DOS executables (wolf3d.exe, spear.exe, etc.). Thus these executables are not needed - all supplementary data-files that were included with the original installation should be copied.

1.x mods may not be compatible with 2.x, and vice versa. The philosophy on backwards mod compatibility going forward is TBA.

- [GOG: Wolfenstein 3D + Spear of Destiny](#)
- [Steam: Wolf Pack](#)
- [Steam: Super 3D Noah's Ark](#)
- [3d Realms](#)

- [itch.io: Wolfenstein 3D only](#)
- [Wolfenstein 3D Shareware filedownload](#)
- [Spear of Destiny Demo filedownload](#)

How to install games

Put the game's folder in the `/roms/ecwolf` and add the extension `.ecwolf` and inside that, copy the appropriate files:

- `.wl6` (Wolfenstein 3D fullversion)
- `.wl1` (Wolfenstein 3D demo)
- `.sod` (Spear of Destiny fullversion)
- `.sdm` (Spear of Destiny demo)
- `.sd2` (Spear of Destiny - Mission Pack 2: Return to danger)
- `.sd3` (Spear of Destiny - Mission Pack 3: Ultimate Challenge)
- `.n3d` (Super Noah's Ark 3D)

For example: `/roms/ecwolf/Wolfenstein 3D.ecwolf/<.wl6 game files>`

More details at: http://maniacsvault.net/ecwolf/wiki/Game_data

File allocation tree

```
/userdata/roms/ecwolf/Spear of Destiny.ecwolf/
├── audiohed.sod
├── audiot.sod
├── config.sod
├── gamemaps.sod
├── gamemaps.sd2
├── gamemaps.sd3
├── maphead.sod
├── maphead.sd2
├── maphead.sd3
├── vgahead.sod
├── vgahead.sd2
├── vgahead.sd3
├── vswap.sod
├── vswap.sd2
├── vswap.sd3
└── vswap.sd3

/userdata/roms/ecwolf/Super 3D Noah's Ark.ecwolf/
├── audiohed.n3d
├── audiot.n3d
├── config.n3d
├── gamemaps.n3d
├── maphead.n3d
├── vgahead.n3d
├── vgahead.n3d
├── vgahead.n3d
├── vswap.n3d
├── vswap.n3d
├── vswap.n3d
└── vswap.n3d
```

```
/userdata/roms/ecwolf/Wolfenstein 3D.ecwolf/
├── audiohed.wl6
├── audiot.wl6
├── config.wl6
├── gamemaps.wl6
├── maphead.wl6
├── vgadict.wl6
├── vgagraph.wl6
├── vgahead.wl6
└── vswap.wl6

## Shareware

/userdata/roms/ecwolf/wolf3d14.ecwolf/
├── audiohed.wl1
├── audiot.wl1
├── config.wl1
├── gamemaps.wl1
├── maphead.wl1
├── vgadict.wl1
├── vgagraph.wl1
├── vgahead.wl1
└── vswap.wl1

## Demo

/userdata/roms/ecwolf/soddemo.ecwolf/
├── audiohed.sdm
├── audiot.sdm
├── config.sdm
├── gamemaps.sdm
├── maphead.sdm
├── vgadict.sdm
├── vgagraph.sdm
├── vgahead.sdm
└── vswap.sdm
```

Mods

ECWolf can run total conversions, but only ones that have no significant changes in code.

1. Rename the mod files extension to one compatible with ECWolf: `.wl6`, `.wl1` or `.sod`
2. [Install the mod to a ROM.](#)
3. Enjoy!

e.g.: for the MOD Conflict In The Fatherland (1999), rename the files from `.bj2` to `.wl6`, add the game to `/userdata/roms/ecwolf/Conflict In The Fatherland.ecwolf/`, launch the game in Batocera, and select Wolfenstein 3D due to `.wl6` be a extension be related to the base game Wolfenstein 3D. Enjoy your MOD!

ECWolf 1.4.1 (<unknown version>)

<http://maniacsvault.net/ecwolf/>

Based on Wolf4SDL v1.7

Ported by Chaos-Software (<http://www.chaos-software.de.vu>)

Original Wolfenstein 3D by id Software

Usage: ecwolf [options]

Options:

--help	This help page
--config <file>	Use an explicit location for the config file
--savedir <dir>	Use an explicit location for save games
--file <file>	Loads an extra data file
--data <extension>	Selects the given game data set skipping the dialog
--tedlevel <level>	Starts the game in the given level
--skill <#>	Sets the difficulty for tedlevel
--baby	Sets the difficulty to baby for tedlevel
--easy	Sets the difficulty to easy for tedlevel
--normal	Sets the difficulty to normal for tedlevel
--hard	Sets the difficulty to hard for tedlevel
--nowait	Skips intro screens
--fullscreen	Starts the game in fullscreen mode
--res <width> <height>	Sets the screen resolution
--aspect <aspect>	Sets the aspect ratio.
--noadaptive	Disables adaptive tics.
--bits 	Sets the screen color depth (use this when you have palette/fading problems allowed: 8, 16, 24, 32, default: "best" depth)
--extravbls <vbls>	Sets a delay after each frame, which may help to reduce flickering (unit is currently 8 ms, default: 0)
--joystick <index>	Use the index-th joystick if available (-1 to disable joystick, default: 0)
--joystickhat <index>	Enables movement with the given coolie hat
--samplerate <rate>	Sets the sound sample rate (given in Hz, default: 44100)
--audiobuffer <size>	Sets the size of the audio buffer (-> sound latency) (given in bytes, default: 2048 / (44100 / samplerate))
--host <number>	Sets up a network game with the given number of players.
--join <address>	Joins a network game coordinated by the given host.
--port <number>	Port number to use for network communications.
--battle	Player vs. player battle
--debugnet	Enable network debugging messages.
--foreignsave	Disable save game validity checking.

Compatibility

Supported:

- Wolfenstein 3D
- Spear of Destiny
- Spear of Destiny - Mission Pack 2 & 3
- Super Noah's Ark 3D

Mods:

- Super Noah's Ark 3D
- Wolfenstein 3D + Spear of Destiny

Unsuported (currently):

- Corridor 7- Alien Invasion
- Operation Body Count

Emulators

ECWolf

ECWolf configuration

Standardized features available to all cores of this emulator: `ecwolf.videomode`, `ecwolf.padtokeyboard`

Controls

Here are the default ECWolf's controls shown on a [Batocera Retropad](#):



Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the [generic support pages](#).

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