



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

- config.wl6
- gamemaps.wl6
- maphead.wl6
- vgadict.wl6
- vgagraph.wl6
- vgahead.wl6
- vswap.wl6

/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

Emulators

ECWolf

ECWolf configuration

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

Controls

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

 **Fix Me!**



Troubleshooting

Further troubleshooting

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

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