

Fallout[®]

Fallout[®]

Fallout-CE

Fallout Community Edition is a fully working re-implementation of Fallout, with the same original gameplay, engine bugfixes, and some quality of life improvements, that works (mostly) hassle-free on multiple platforms.

Quote from <https://github.com/alexbatalov/fallout1-ce/blob/main/README.md>

This system scrapes metadata for the “fallout” group(s)

Grouped with the “ports” group of systems.

Quick reference

- **Emulator:** [FallOut](#)
- **Folder:** /userdata/roms/fallout1-ce and /userdata/roms/fallout2-ce
- **Accepted ROM formats:** .f1ce, .f2ce

BIOS

No Fallout(1 or 2)-CE emulator in Batocera needs a BIOS file to run.

Fallout 1: How to install game

Create empty file `Fallout.f1ce` in `/userdata/roms/fallout1-ce` for example with touch `“/userdata/roms/fallout1-ce/Fallout.f1ce”`

Configuration

The main configuration file is `fallout.cfg`. There are several important settings you might need to adjust for your installation. Depending on your Fallout distribution main game assets `master.dat`, `critter.dat`, and `data` folder might be either all lowercased, or all uppercased. You can either update `master_dat`, `critter_dat`, `master_patches` and `critter_patches` settings to match your file names, or rename files to match entries in your `fallout.cfg`.

The sound folder (with `music` folder inside) might be located either in `data` folder, or be in the

Fallout folder. Update `music_path1` setting to match your hierarchy, usually it's `data/sound/music/` or `sound/music/`. Make sure it match your path exactly (so it might be `SOUND/MUSIC/` if you've installed Fallout from CD). Music files themselves (with ACM extension) should be all upercased, regardless of sound and music folders.

The second configuration file is `f1_res.ini`. Use it to change game window size and enable/disable fullscreen mode.

```
[MAIN]
SCR_WIDTH=1280
SCR_HEIGHT=720
WINDOWED=1
```

Recommendations:

- **Desktops:** Use any size you see fit.
- **Tablets:** Set these values to logical resolution of your device, for example iPad Pro 11 is 1668×2388 (pixels), but it's logical resolution is 834×1194 (points).
- **Mobile phones:** Set height to 480, calculate width according to your device screen (aspect) ratio, for example Samsung S21 is 20:9 device, so the width should be $480 * 20 / 9 = 1067$.

Copy Data

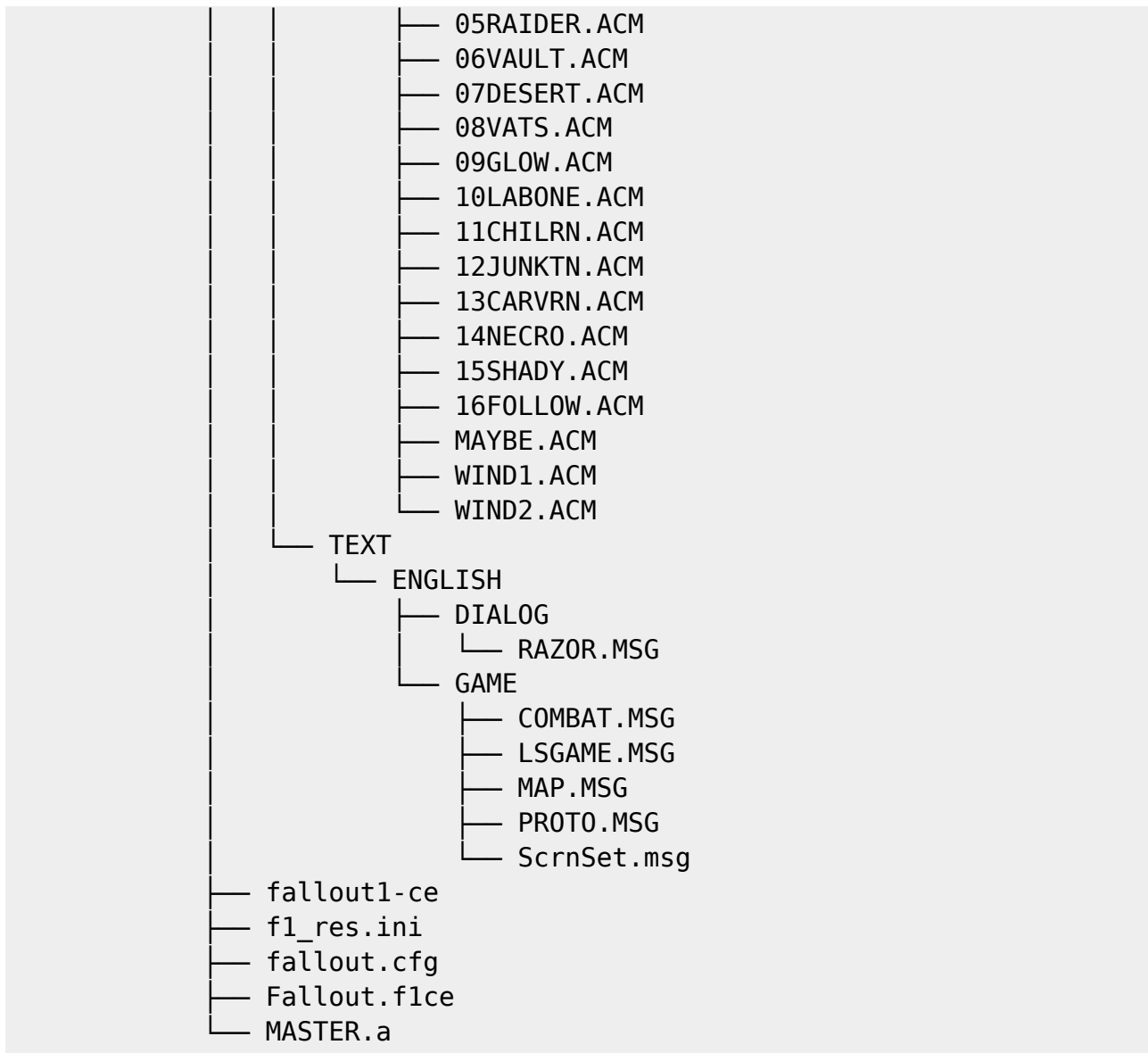
Put following files into `/userdata/roms/fallout1-ce`

[Click here to open filetree](#)

```
/userdata/roms/fallout1-ce/
├── CRITTER.DAT
├── DATA
│   ├── art
│   │   ├── intrface
│   │   │   ├── HR_ALLTLK.FRM
│   │   │   ├── HR_IFACE_800.FRM
│   │   │   ├── HR_IFACELFT1.FRM
│   │   │   ├── HR_IFACELFT2.FRM
│   │   │   ├── HR_IFACERHT1.FRM
│   │   │   ├── HR_IFACERHT2.FRM
│   │   │   ├── HR_IFACE_SELECT.FRM
│   │   │   ├── HR_MAINMENU.frm
│   │   │   ├── HR_MENU_BG.FRM
│   │   │   ├── HR_OPTIONS_BG.FRM
│   │   │   ├── HR_OPTIONS_DN.FRM
│   │   │   ├── HR_OPTIONS_UP.FRM
│   │   │   ├── HR_SCRN_BG.FRM
│   │   │   └── MAINMENU.FRM
│   │   └── tiles
│   │       └── grid000.FRM
├── MAPS
└── BRODEAD.edg
```

- BROHD12.edg
- BROHD34.edg
- BROHDENT.edg
- CARAVAN.edg
- CAVES.edg
- CHILDEAD.edg
- CHILDRN1.edg
- CHILDRN2.edg
- CITY1.edg
- COAST1.edg
- COAST2.edg
- COLATRUK.edg
- DESCRVN1.edg
- DESCRVN2.edg
- DESCRVN3.edg
- DESCRVN4.edg
- DESERT1.edg
- DESERT2.edg
- DESERT3.edg
- DETHCLAW.edg
- FOOT.edg
- FSAUSER.edg
- GLOW1.edg
- GLOW2.edg
- GLOWENT.edg
- HALLDED.edg
- HOTEL.edg
- HUBDWNTN.edg
- HUBENT.edg
- HUBHEIGT.edg
- HUBMIS1.edg
- HUBOLDTN.edg
- HUBWATER.edg
- JUNKCSNO.edg
- JUNKDEMO.edg
- JUNKENT.edg
- JUNKKILL.edg
- LAADYTUM.edg
- LABLADES.edg
- LAFOLLWR.edg
- LAGUNRUN.edg
- LARIPPER.edg
- MBDEAD.edg
- MBENT.edg
- MBSTRG12.edg
- MBVATS12.edg
- MNTCRVN1.edg
- MNTCRVN2.edg
- MNTCRVN3.edg
- MNTCRVN4.edg
- MOUNTN1.edg

```
├── MOUNTN2.edg
├── MSTRLR12.edg
├── MSTRLR34.edg
├── RAIDERS.edg
├── SHADYE.edg
├── SHADYW.edg
├── TALKCOW.edg
├── TARDIS.edg
├── USED CAR.edg
├── V13ENT.edg
├── VAULT13.edg
├── VAULTBUR.edg
├── VAULTTENT.edg
├── VAULTNEC.edg
├── VIPERS.edg
├── WATRSHD.edg
├── SAVEGAME
├── SCRIPTS
│   ├── BITSBOB.INT
│   ├── COCD00R.INT
│   ├── GABRIEL.INT
│   ├── GIZMO.INT
│   ├── glowgen.int
│   ├── HALLDED1.INT
│   ├── HARRY.INT
│   ├── HOTELMAP.INT
│   ├── HUBDWNTN.INT
│   ├── inblade.int
│   ├── JUNKCAS.INT
│   ├── JUNKENT.INT
│   ├── KILLIAN.INT
│   ├── LARIPPER.INT
│   ├── LARS.INT
│   ├── MASTER1.INT
│   ├── MASTER2.INT
│   ├── MORPH.INT
│   ├── MSTMERCH.INT
│   ├── NH20PUMP.INT
│   ├── RAIDMAP.INT
│   ├── RAZOR.INT
│   ├── RHOMDOOR.INT
│   ├── rndmtn.int
│   ├── SLAPPY.INT
│   ├── TANDI.INT
│   └── V13CAVE.INT
├── SOUND
│   └── MUSIC
│       ├── 01HUB.ACM
│       ├── 02MSTRLR.ACM
│       ├── 03WRLDMP.ACM
│       └── 04BRTHRH.ACM
```



Fallout 2: How to install game

Create empty file `Fallout 2.f2ce` in `/userdata/roms/fallout2-ce` for example with `touch "/userdata/roms/fallout2-ce/Fallout 2.f2ce"`

Configuration

The main configuration file is `fallout2.cfg`. There are several important settings you might need to adjust for your installation. Depending on your Fallout distribution main game assets `master.dat`, `critter.dat`, and `data` folder might be either all lowercased, or all uppercased. You can either update `master_dat`, `critter_dat`, `master_patches` and `critter_patches` settings to match your file names, or rename files to match entries in your `fallout2.cfg`.

The sound folder (with `music` folder inside) might be located either in `data` folder, or be in the `Fallout` folder. Update `music_path1` setting to match your hierarchy, usually it's `data/sound/music/` or `sound/music/`. Make sure it match your path exactly (so it might be

SOUND/MUSIC/ if you've installed Fallout from CD). Music files themselves (with ACM extension) should be all uppercased, regardless of sound and music folders.

The second configuration file is `f2_res.ini`. Use it to change game window size and enable/disable fullscreen mode.

```
[MAIN]
SCR_WIDTH=1280
SCR_HEIGHT=720
WINDOWED=1
```

Recommendations:

- **Desktops:** Use any size you see fit.
- **Tablets:** Set these values to logical resolution of your device, for example iPad Pro 11 is 1668×2388 (pixels), but it's logical resolution is 834×1194 (points).
- **Mobile phones:** Set height to 480, calculate width according to your device screen (aspect) ratio, for example Samsung S21 is 20:9 device, so the width should be $480 * 20 / 9 = 1067$.

The third configuration file is `ddraw.ini` (part of `Sfall`). There are dozens of options that adjust or override engine behaviour and gameplay mechanics. This file is intended for modders and advanced users. Currently only a small subset of these settings are actually implemented.

Copy Data

Put following files into `/userdata/roms/fallout2-ce`

[Click here to open filetree](#)

```
/userdata/roms/fallout2-ce/
├── critter.dat
├── data
│   ├── art
│   │   └── tiles
│   │       └── grid000.FRM
│   ├── critter.dat
│   ├── maps
│   ├── proto
│   │   ├── critters
│   │   └── items
│   └── worldmap.dat
├── f2_res.ini
├── fallout2-ce
├── fallout2.cfg
├── Fallout 2.f2ce
├── master.dat
├── sound
│   └── music
│       ├── 01hub.acm
│       └── 03wrltmp.acm
```

```
— 05raider.acm
— 07desert.acm
— 08vats.acm
— 10labone.acm
— 12junktn.acm
— 13carvrn.acm
— 14necro.acm
— 16follow.acm
— 17arroyo.acm
— 18modoc.acm
— 19reno.acm
— 20car.acm
— 21sf.acm
— 22vcity.acm
— 23world.acm
— 24redd.acm
— akiss.acm
— wind1.acm
— wind2.acm
```

From:

<https://wiki.batocera.org/> - **Batocera.linux - Wiki**

Permanent link:

<https://wiki.batocera.org/systems:fallout1-ce>

Last update: **2025/02/06 10:45**

