

Under construction. Needs further testing.



GZDoom

ZDoom is a source port. Based off ATB Doom and NTDoom, has since added practically full support for Boom, Chex Quest, Heretic, Hexen and Strife; and several games have been developed specifically for it. It has added many additional features, including slopes, uncapped fps and z-clipping.

“The demons... they are everywhere. Must... kill them all!”. Doomguy from DOOM.

This system scrapes metadata for the “ports” group(s) and loads the gzdoom set from the currently selected theme, if available.

Grouped with the “ports” group of systems.



Quick reference

- **Emulator:** GZDoom
- **Folder:** roms/gzdoom/

- **Accepted ROM formats:** .wad, .iwad, pk3, .ipk3, .zip or .7zip

BIOS

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

ROMs

Place your GZDoom ROMs in `/userdata/roms/gzdoom/`.

.WAD and .PK3

Each game needs a .WAD (Where's all data?) or .IWAD (Internal WAD), it's the main resource file for a Doom-engine game, containing all the game's original sounds, levels, and graphics.

Some files have conflicting names; ZDoom provides you with possible aliases.

.IWAD and .IPK3

In addition, some "total conversion"-type mods, can be played as their own IWAD; an IWAD is actually identified by its content rather than its name.

In order to play a custom level designed for any of the above games you have to have that particular game's full IWAD. If you do not have the necessary IWAD, you will get an error message on startup.

Custom IWADs can be detected. These custom IWADs need to have the .iwad or alternatively .ipk3 (not the traditional .wad and .pk3) extension, and they need to include an IWADINFO lump.

IWad: {

```
Name = "My Kickass Custom Game"
AutoName = "MyCustomGame"
Game = "Doom"
Config = "Doom"
StartupType = "Hexen"
BannerColors = "ff ff ff", "c9 00 00"
```

}

.ZIP, .7ZIP, .PK3 or .PK7

The PK3 file format is the same as the ZIP file format, and is treated exactly the same by ZDoom.

Commercial games

Game	Name	File Name	Alias
DOOM	Doom (Registered)	doom.wad	
DOOM	The Ultimate Doom	doom.wad	doomu.wad

Game	Name	File Name	Alias
DOOM	Doom "BFG Edition"	doom.wad	doombfg.wad or bfgdoom.wad
DOOM II	Doom II	doom2.wad	doom2.wad
DOOM II	Doom II "BFG Edition"	doom2.wad	doom2bfg.wad or bfgdoom2.wad
DOOM II	Final Doom — TNT: Evilution	tnt.wad	
DOOM II	Final Doom — The Plutonia Experiment	plutonia.wad	
DOOM II	French Doom II	doom2f.wad	
Heretic	Heretic (Registered or Commercial)	heretic.wad	hereticsr.wad
Hexen	Hexen (Full)	hexen.wad	
Hexen	Hexen: Deathkings of the Dark Citadel	hexdd.wad	
Strife	Strife (Full)	strife1.wad	strife.wad
Strife	Strife: Veteran Edition	sve.wad	
Chez Quest	Chex Quest	chex.wad	

Free games

Game	Name	File Name	Alias
DOOM	Doom (Shareware)	doom1.wad	
Heretic	Heretic (Shareware)	heretic.wad	hereticsr.wad
Hexen	Hexen (Demo)	hexen.wad	
Strife	Strife (Teaser)	strife1.wad	strife.wad
FreeDoom	Freedoom: Phase 1	freedom1.wad	freedomu.wad
FreeDoom	Freedoom: Phase 2	freedom2.wad	freedom.wad
FreeDoom	FreeDM	freedm.wad	
Blasphemer		heretic.wad	blasphem.wad or blasphem.wad
Chez Quest	Chex Quest 3	chex3.wad	

Action Doom 2: Urban Brawl

doombfg.wad or bfgdoom.wad Files from game folder /Duke Nukem 3D or /ATOMINST or /Duke Nukem 3D/gameroot or Duke Nukem 3D Twentieth Anniversary World Tour/ or /data

```
/userdata/roms/eduke32/duke/
    |— DUKE3D.GRP (The World Tour's extra features
will requires the whole game installation)
    |— DUKE.RTS
```

Note: For Duke Nukem games it is possible to install High-Definition Packs and Music Packs:
<http://hrp.duke4.net/download.php> Some files have versions for Edoke32 emulator and others for Edoke32 emulator, make sure to download the correct one.

Duke It Out in D.C. (expansion)

Duke It Out in D.C..eduke32

```
FILE = /duke/DUKE3D.GRP
```

```
FILE+ = /duke/DUKEDC.GRP
```

Files from game folder /Duke Nukem 3D and /Duke Nukem 3D/gameroot/addons/dc or DUKEDC/

```
/userdata/roms/eduke32/duke/
├── DUKE3D.GRP (Atomic Edition)
└── DUKEDC.GRP (DUKEDCPP.SSI can be converted to
GRP:
https://forums.duke4.net/topic/998-xp-trying-to-get-duke-it-out-in-dc-please-help/)
```

Duke Caribbean: Life's a Beach (expansion)

[Duke It Out in D.C..eduke32](#)

```
FILE = /duke/DUKE3D.GRP
FILE+ = /duke/VACATION.GRP
```

Files from game folder /Duke Nukem 3D and /Duke Nukem 3D/gameroot/addons/vacation or CARIBBEA/VACATION/

```
/userdata/roms/eduke32/duke/
├── DUKE3D.GRP
└── VACATION.GRP (VACA15.SSI can be converted to
GRP:
https://forums.duke4.net/topic/998-xp-trying-to-get-duke-it-out-in-dc-please-help/)
```

Duke: Nuclear Winter (expansion)

[Duke - Nuclear Winter.eduke32](#)

```
FILE = /duke/DUKE3D.GRP
FILE+ = /duke/NWINTER.GRP
```

Files from game folder /Duke Nukem 3D and /Duke Nukem 3D/gameroot/addons/nw

```
/userdata/roms/eduke32/duke/
├── DUKE3D.GRP
└── NWINTER.GRP
```

Duke Nukem Atomic Edition

Duke Nukem Atomic Edition.eduke32

```
FILE  = /duke/DUKE3D.GRP
FILE+ = /duke/DUKE3DA.GRP
```

Files from game folder /Duke Nukem Atomic Edition or /ATOMINST

```
/userdata/roms/eduke32/duke/
├── DUKE3D.GRP
└── DUKE3DA.GRP
```

Duke ZONE 2

Duke!Zone II.eduke32

```
(Atomic)
FILE  = /duke/DUKE!ZON.GRP
FILE+ = /duke/DUKEZONE2.GRPINFO
```

Duke!Zone II.eduke32

```
(World Tour)
FILE  = /duke/DUKE!ZON.GRP
FILE+ = /duke/DUKEZONE2_WT.GRPINFO
```

Files from game folder /Duke Zone 2

```
/userdata/roms/eduke32/dukezone2/
|
|   ├── DUKE!ZON.GRP
|   ├── DUKEZONE2.GRPINFO (Atomic) OR
DUKEZONE2_WT.GRPINFO (World Tour)
|   └── FIXED CON FILES:
https://hrp.duke4.net/download.php
|   ├── GAME.CON (Replaces DZ-GAME.CON)
|   ├── DEFS.CON (Replaces DZ-DEFS.CON)
|   ├── USER.CON (Replaces DZ-USER.CON)
|   └── E3L1.MHK
└── Duke!Zone II.eduke32
```

Duke Assault

Copy the ASSAULT directory from the CD to your EDuke32 directory.

Copy the two TILES014.ART and TILES015.ART files from ART directory to the ASSAULT directory.

Select your map from the user map selection: New Game > User Map > Navigate to /userdata/roms/eduke/assault/ and select the desired map to play.



Duke Assault.eduke32

FILE = /duke/DUKE3D.GRP

Files from game folder Duke Nukem 3D/, /Duke Assault CD/ASSAULT and /Duke Assault CD/ART

```
/userdata/roms/eduke32/duke/
|
| └─ ASSAULT/
| └─ *.MAP (1640 MAP files!)
```

```

      |
      |
      |├─ TILES014.ART
      |├─ TILES015.ART
      |└─ DUKE3D.GRP
└─ Duke Assault.eduke32

```

Duke Nukem's Penthouse Paradise (expansion)

[Duke Nukem's Penthouse Paradise.eduke32](#)

```

FILE  = /duke/DUKE3D.GRP
FILE+ = /duke/PENTHOUS.GRP

```

Files from game folder /Duke Nukem 3D and /penthouse

```

/userdata/roms/eduke32/duke/
      |
      |├─ DUKE3D.GRP
      |├─ PENTHOUS.GRP
└─ Duke Nukem's Penthouse Paradise.eduke32

```

Duke!Zone (expansion)

[Red Zone.eduke32](#)

```

FILE  = /duke/DUKE3D.GRP
FILE+ = /duke/ZONE.GRP

```

Files from game folder /Duke Nukem 3D and /redzone

```

/userdata/roms/eduke32/duke/
      |
      |├─ DUKE3D.GRP
      |├─ Zone.GRP
└─ Duke!Zone.eduke32

```

Duke Nukem: Plug 'N' Pray Remake Episodes (expansion)

[Red Zone.eduke32](#)

```

FILE  = /duke/DUKE3D.GRP
FILE+ = /duke/PNP.GRP

```

Files from game folder /Duke Nukem 3D and /pnp

```
/userdata/roms/eduke32/duke/
├──
├──   ├── DUKE3D.GRP
├──   └── PNP.GRP
└── Plug 'N' Pray.eduke32
```

Duke Nukem: Zero Hour (expansion)

[Duke Nukem Zero Hour.eduke32](#)

```
FILE   = /duke/DUKE3D.GRP
FILE+  = /duke/ZEROHOUR.GRP
```

Files from game folder /Duke Nukem 3D and /zerohour

```
/userdata/roms/eduke32/duke/
├──
├──   ├── DUKE3D.GRP
├──   └── ZEROHOUR.GRP
└── Duke Nukem Zero Hour.eduke32
```

Duke Xtreme

Copy the DKXTRM directory from the CD to your EDuke32 directory.

In DKXTRM/PACK14, rename DKEXGAME.CON to GAME.CON, DKEXDEFS.CON to DN3DDEFS.CON, and DKEXUSER.CON to DN3DUSER.CON.

Select your map from the user map selection: New Game > User Map > Navigate to /userdata/roms/eduke/dkxtrm/ and select the desired map to play at DMMAPS or SPMAPS folder.



Duke Xtreme.eduke32

```
FILE = /duke/DUKE3D.grp
```

Files from game folder Duke Nukem 3D/ and /Duke Xtreme CD/XTRM

```

/userdata/roms/eduke32/duke/
├── DUKE3D.GRP
├── DKXTRM/
│   ├── DMMAPS (25 files)
│   │   └── *.MAP
│   ├── PACK13
│   │   ├── TILES0*.ART (7 files)
│   │   ├── *.CON (3 files)
│   │   │   ├── DKEXDEFS.CON
│   │   │   ├── DKEXUSER.CON
│   │   │   └── DKEXGAME.CON
│   │   └── *.VOC (22 files)
│   ├── PACK14
│   │   ├── TILES0*.ART (7 files)
│   │   ├── *.CON (3 files)
│   │   │   └── DN3DDEFS.CON (Renamed from
DKEXDEFS.CON)
│   │   │   └── DN3DUSER.CON (Renamed from
DKEXUSER.CON)
│   │   └── GAME.CON (Renamed from
DKEXGAME.CON)
│   └── *.VOC (22 files)
└── SPMAPS
    └── *.MAP (25 files)
└── Duke - Xtreme.eduke32

```

NAM

Nam.eduke32

```

FILE = /nam/NAM.GRP
CON = /nam/NAM.CON
<\file>

```

Files from game folder /NAM

```

<code>
/userdata/roms/eduke32/nam/
├── NAM.CON (Renamed from GAME.CON)
├── NAM.GRP
└── NAM.RTS
└── Nam.eduke32

```

```

</code>

=== NAMPAL [Walmart version of NAM with different .GPR files] ===

<file - Napalm.eduke32>
FILE = /nampal/NAPALM.GRP
CON  = NAMPAL.CON
<\file>

Files from game folder /NAMPALM

<code>
/userdata/roms/eduke32/nampal/
    |
    | ── NAPALM.CON (Renamed from GAME.CON)
    | ── NAPALM.GRP
    | ── NAPALM.RTS
    └─ Nampal.eduke32
</code>

=== World War II GI ===

<file - World War II GI.eduke32>
FILE = /ww2gi/WW2GI.GRP

```

Files from game folder /WWII GI

```

/userdata/roms/eduke32/ww2gi/
    |
    | ── WW2GI.GRP
    | ── WW2GI.CON
    └─ World War II GI.eduke32

```

World War II GI: Platoon Leader (expansion)

World War II GI - Platoon Leader .eduke32

```

FILE  = /ww2gi/WW2GI.GRP
FILE+ = /ww2gi/PLATOONL.DAT
CON   = /ww2gi/PLATOONL.DEF

```

Files from game folder /WWII GI and /platoonleader

```

/userdata/roms/eduke32/ww2gi/
    |
    | ── WW2GI.GRP
    | ── PLATOONL.DAT
    | ── PLATOONL.DEF
    └─ Platoon Leader.eduke32

```

How to find out which files are needed to build the .eduke32 file? The Eduke32 for PC has some .CFG

files, that contains what is the add-on file used.

Eduke32 compatible games: https://wiki.eduke32.com/wiki/Installation_Guide_for_Official_Add-ons

Duke Nukem High Definition Pack and Music Packs: <https://hrp.duke4.net/download.php>

Mods: <https://www.moddb.com/engines/eduke32>

Features

Eduke32 includes the following features:

- EDuke32 runs natively without relying on emulation of any kind
- EDuke32 runs at crazy resolutions like 3072×2304.
- EDuke32 allows you to choose between two different hardware accelerated OpenGL renderers, or the classic, warped software mode you grew up with
- EDuke32 fixes an insane amount of programming errors which were harmless in the days of DOS but are fatal with modern protected memory models; translation: EDuke32 crashes less
- EDuke32 has been the only actively developed and maintained Duke3D port for years
- EDuke32 features Plagman's incredible "Polymer" renderer as a replacement for Ken Silverman's "Polymost" renderer
- EDuke32 has a huge number of new extensions to the game's scripting system, allowing gameplay mods that rival even modern games.
- EDuke32 runs the HRP with support for all features, most of which require EDuke32; no other port can run the HRP with all features enabled
- EDuke32 adds a full-featured console, including Quake-style key bindings, command aliases, advanced tab completion, comprehensive command history, colored text and more
- EDuke32 has hundreds of code rewrites, optimizations and fixes for rare or annoying bugs in the original code
- EDuke32 adds tons of optional new features that make the player's life easier including modern status display/HUD, support for loading mods from the startup window, and modern, WSAD-based controls with thoroughly reworked mouse aiming
- EDuke32 supports Ogg Vorbis sound and music
- EDuke32 is developed by people who have been in the Duke3D scene since the beginning
- EDuke32 lets you play that game called 'NAM' you saw at the dollar store 10 years ago
- EDuke32 makes sandwiches!

Saves

Save location saves/eduke32/<game>.<save game extension>

Emulators

Eduke32

 **Fix Me!** [Needs review]

Standardized features available to all cores of this emulator: `eduke32.videomode`, `eduke32.padtokeyboard`, `eduke32.videomode`, `eduke32.bezel`, `eduke32.bezel_stretch`, `eduke32.hud`, `eduke32.hud_corner`, `eduke32.bezel.tattoo`, `eduke32.bezel.tattoo_corner`, `eduke32.bezel.tattoo_file`, `eduke32.bezel.resize_tattoo`

ES setting name	batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all cores of this emulator		
SKIP INTRO VIDEOS	eduke32.nologo	⇒ Skip 1, Show (Default) 0.

Controls

Here are the default Duke32's controls shown on a [Batocera Retropad](#):

Troubleshooting

Game does not launch:

- Check logs files `es_launch_stderr.log` and `eduke32.log` at `userdata/system/logs`
- Make sure all files are available at `roms/eduke32`
- Make sure the `.eduke32` launch file is setup correctly
 - Check the case sensitive
 - Check the use of FILE, FILE+ and CON
 - FILE and FILE+ must use the path `/roms/eduke32/<gamefolder>/<main file or add-on>`
 - CON also use the path `/roms/eduke32/<gamefolder>/<con file>`
 - `.eduke32` files mustn't have empty lines, so delete the empty lines
- As a last alternative, reset system files: delete files from `/userdata/system/configs/eduke32/*` and `/userdata/saves/eduke32/*`

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