



Under construction. Needs further testing.

## GZDoom

GZDoom 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, .pwad, 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/.

Files MD5 sums: [https://doomwiki.org/wiki/Doom\\_files](https://doomwiki.org/wiki/Doom_files)

### .WAD and .PK3 (non compressed files)

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; GZDoom provides you with possible aliases.

## .IWAD, .IPK3 and .PWAD (info lumps)

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. It can also contain DEFBINDS, DEFCVARS, and KEYCONF lumps.

IWad:

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

A PWAD, patch wad, is a WAD containing lumps of data created by a user as an add-on.

## .ZIP, .7ZIP, .PK3 or .PK7 (compressed files)

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

# Supported games

## Commercial games

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

Game	Name	File Name	Alias
Strife	Strife: Veteran Edition	sve.wad	
Chech Quest	Chech 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	Blasphemer	heretic.wad	blasphem.wad or blasphemmer.wad
Chez Quest	Chech Quest 3	chex3.wad	
Urban Brawl	Action Doom 2: Urban Brawl	action2.wad	
Harmony	Harmony v1.1	harm1.wad	
Hacx	Hacx v1.2	hacx.wad	
Hacx	Hacx v2.0	hacx2.wad	
Square	The Adventures of Square	square1.pk3	
Delaware	Delaware	delaware.wad	
Rise Of The Wool Ball	Rise Of The Wool Ball	rotwb.wad	

## Custom games



GZDoom compatible games: <https://zdoom.org/wiki/IWAD>

WADs created for GZDoom (Mods): [https://zdoom.org/wiki/Category:WADs\\_created\\_for\\_ZDoom](https://zdoom.org/wiki/Category:WADs_created_for_ZDoom)

## Features

Eduke32 includes the following features:

- Fragglescript support (so Legacy/SMMU maps are supported)
- Global Fragglescripts via the FSGLOBAL lump
- OpenGL renderer, allowing the following features:
  - Full 3D floors (including slopes)
  - Reflective floors
  - Dynamic lights, brightmaps, glowing flats, custom hardware shaders
  - Quake II/Half-Life-style skyboxes in addition to regular ZDoom skyboxes
  - High-quality (HQnX) rescaling filters for graphics, sprites and textures
  - MD2, MD3 and limited DMD (Doomsday) model support
  - 32-bit colors (Sprites and textures are no longer translated to Doom's palette)
  - True freelook

# Saves

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

# Emulators

## GZDoom



Standardized features available to all cores of this emulator: gzdoom.videomode, gzdoom.padtokeyboard, gzdoom.videomode, gzdoom.bezel, gzdoom.bezel\_stretch, gzdoom.hud, gzdoom.hud\_corner, gzdoom.bezel.tattoo, gzdoom.bezel.tattoo\_corner, gzdoom.bezel.tattoo\_file, gzdoom.bezel.resize\_tattoo

ES setting name	batocera.conf_key	Description ⇒ ES option key_value
<b>Settings that apply to all cores of this emulator</b>		
<b>SKIP INTRO VIDEOS</b>	gzdoom.noLogo	⇒ Skip 1, Show (Default) 0.

# Controls

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

# Troubleshooting

## Gamepad issue:

- Some issues reported for Gamepad on Batocera.

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

Permanent link: <https://www.wiki.batocera.org/systems:gzdoom?rev=1664993529>

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