

Xash3D FWGS

Xash3D FWGS is a fork of the original Xash3D Engine by Unkle Mike. It allows you to play certain source engine games such as Half-Life.

This system scrapes metadata for the “xash3d_fwgs” group(s) and loads the xash3d_fwgs set from the currently selected theme, if available.

Grouped with the “ports” group of systems.



Quick reference

- **Emulator:** [Xash3D_FWGS](#)
- **Folder:** /userdata/roms/halflife (/userdata/roms/xash3d_fwgs up to Batocera 42)
- **Accepted ROM formats:** .game

BIOS

No Xash3D-FWGS emulator in Batocera needs a BIOS file to run.

Game files

Xash3D-FWGS supports the following games:

- Half-Life, including Blue Shift and Opposing Force.
- Deathmatch Classic.
- Several other mods: https://github.com/FWGS/hlsdk-xash3d/blob/mobile_hacks/dlls/moddef.h



You will need to have a working copy already installed on your Steam account on a computer.

1. Navigate to the game's data folder, eg. for Half-Life this would be Steam/steamapps/common/Half-Life/<game data>/
2. Copy it to /userdata/roms/halflife/<game data>/ on your Batocera machine
3. Create an empty folder named <game folder>.game and place it in the /userdata/roms/halflife/ folder alongside the folder you just copied over, eg. Half-Life.game.
4. Finally, download <https://github.com/FWGS/xash-extras/releases/latest/download/extras.pak> and copy it to /userdata/roms/halflife/extras.pak.

An example folder structure with a bunch of games installed might look like this:

```
roms/
├─ halflife/
│  ├─ bshift/
│  │  └─ (all of Blueshift's data)
│  ├─ bshift.game/
│  │  └─ (completely empty)
│  ├─ cstrike/
│  │  └─ (all of Counter Strike's data)
│  ├─ cstrike.game/
│  │  └─ (completely empty)
│  ├─ Half-Life/
│  │  └─ (all of Half-Life's data)
│  ├─ Half-Life.game/
│  │  └─ (completely empty)
│  ├─ valve/
│  │  └─ (all of valve game's data)
│  ├─ valve.game/
│  │  └─ (completely empty)
│  └─ _info.txt
├─ extras.pak
└─ gamelist.xml
```

Controls

Here are the default Xash3D-FWGS's controls shown on a [Batocera Retropad](#):



Troubleshooting

Further troubleshooting

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

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