

Jedi Knight: Dark Forces II

OpenJKDF2 is an open-source reimplementation of the Jedi Engine used by Star Wars Jedi Knight: Dark Forces II (1997) and its expansion Mysteries of the Sith (1998) by LucasArts. It adds modern features like higher resolutions, widescreen support, bloom, SSAO, HD rendering and extensive gamepad mapping while preserving the original gameplay. This system scrapes metadata for the “ports” group(s) and loads the jkdf2 set from the currently selected theme, if available. Grouped with the “ports” group of systems.

Quick reference

- **Emulator:** OpenJKDF2
- **Folder:** roms/jkdf2/
- **Accepted ROM formats:** .jedi

BIOS

No OpenJKDF2 emulator in Batocera needs a BIOS file to run.

ROMs

You need the original game files from Star Wars Jedi Knight: Dark Forces II or Mysteries of the Sith. Create a directory for each game and place the game files inside. Then create a blank launch file with a .jedi extension in the game directory.

Directory structure

```
/userdata/roms/jkdf2/
├── Jedi Knight - Dark Forces 2/
│   ├── Episode/
│   ├── Resource/
│   ├── player/
│   ├── (other game files)
│   └── Jedi Knight - Dark Forces 2.jedi
└── Mysteries of the Sith/
    ├── Resource/
    ├── (other game files)
    └── Mysteries of the Sith.jedi
```

Do not enable the joystick option in OpenJKDF2 as the controls aren't ideal. Do not adjust the keyboard keys if planning on using the controller mapping.

Saves

Save location inside the game directory under player/Batocera/

Emulators

OpenJKDF2

Standardized features available: jkdf2.videomode, jkdf2.padtokeyboard, jkdf2.bezel, jkdf2.bezel_stretch, jkdf2.hud, jkdf2.hud_corner, jkdf2.bezel.tattoo, jkdf2.bezel.tattoo_corner, jkdf2.bezel.tattoo_file, jkdf2.bezel.resize_tattoo

General settings

ES setting name batocera.conf_key	Description ⇒ ES option key_value
DIFFICULTY jkdf2.jkdf2_difficulty	Choose difficulty for the game. ⇒ Easy 0, Medium 1, Hard 2.
CUTSCENES jkdf2.jkdf2_scenes	⇒ Disabled 0, Enabled 1.
CUTSCENE SUBTITLES jkdf2.jkdf2_subs	Enable full subtitles on cutscenes. ⇒ Disabled 0, Enabled 1.
MAP ROTATION jkdf2.jkdf2_map_rotate	Enable rotation on overlay map. ⇒ Disabled 0, Enabled 1.
MISSION START jkdf2.jkdf2_start	Disable mission start confirmation. ⇒ Disabled false, Enabled true.

Gameplay settings

ES setting name batocera.conf_key	Description ⇒ ES option key_value
AUTO AIMING jkdf2.jkdf2_aiming	⇒ Disabled 0, Enabled 1.
AIMING CROSSHAIR jkdf2.jkdf2_crosshair	⇒ Disabled 0, Enabled 1.
LIGHTSABER CAMERA jkdf2.jkdf2_saber_camera	Enable lightsaber auto-camera. ⇒ Disabled 0, Enabled 1.
LIGHTSABER CROSSHAIR jkdf2.jkdf2_saber_cross	⇒ Disabled false, Enabled true.
FIST CROSSHAIR jkdf2.jkdf2_fist_cross	⇒ Disabled false, Enabled true.
WEAPON WAGGLE jkdf2.jkdf2_waggle	⇒ Disabled 0, Enabled 1.
CROSSHAIR SIZE jkdf2.jkdf2_cross_size	Slider from 0.0 to 2.00 (step 0.20).
CROSSHAIR LINE THICKNESS jkdf2.jkdf2_cross_line	Slider from 1.00 to 3.00 (step 0.20).

Display settings

ES setting name batocera.conf_key	Description ⇒ ES option key_value
FIELD OF VIEW jkdf2.jkdf2_fov	Slider from 40 to 170 (step 5).
FOV VERTICAL jkdf2.jkdf2_fov_vert	Field of view is vertical (Hor+). ⇒ Disabled 0, Enabled 1.
ASPECT jkdf2.jkdf2_aspect	Use 1:1 aspect. ⇒ Disabled false, Enabled true.
FPS LIMIT jkdf2.jkdf2_fps	Slider from 0 to 360 (step 10).
VSYNC jkdf2.jkdf2_vsync	⇒ Disabled false, Enabled true.
HIDPI jkdf2.jkdf2_hidpi	⇒ Disabled false, Enabled true.
TEXTURE FILTERING jkdf2.jkdf2_texture	⇒ Disabled false, Enabled true.
BLOOM jkdf2.jkdf2_bloom	⇒ Disabled false, Enabled true.
SSAO jkdf2.jkdf2_ssao	Screen Space Ambient Occlusion for better lighting. ⇒ Disabled false, Enabled true.
GAMMA jkdf2.jkdf2_gamma	Slider from 0.40 to 3.00 (step 0.20).
HUD SCALE jkdf2.jkdf2_hud_scale	Slider from 0.40 to 3.00 (step 0.20).
SSAA MULTIPLIER jkdf2.jkdf2_ssaa_multiple	Smooth out jagged edges. ⇒ 1x (Default) 1.0, 2x 2.0, 4x 4.0.
KEEP CORPSES jkdf2.jkdf2_corpses	⇒ Disabled false, Enabled true.

Controls

Here are the default OpenJKDF2 controls shown on a [Batocera Retropad](#):

Gamepad button	Action
Left analog stick	Move forward/backward
Right analog stick	Look / Turn / Pitch
L1	Strafe left
R1	Strafe right
 A (South)	Use Inventory Item
 B (East)	Jump
 X (West)	Use
 Y (North)	Fast / Previous weapon
D-pad Down	Duck
D-pad Left	Previous weapon
D-pad Right	Next weapon
 L2	Fire 2
 R2	Fire 1
L3	Zoom out
R3	Zoom in

Gamepad button	Action
START	Map
SELECT	Menu / Exit
HOTKEY + D-pad Left	Previous Inventory Item
HOTKEY + D-pad Right	Next Inventory Item
HOTKEY + D-pad Up	Next Force Power
HOTKEY + D-pad Down	Previous Force Power
HOTKEY + B	Use Force Power
HOTKEY + A	Field Light

Troubleshooting

My game does not launch

- Make sure the game data files are in a subdirectory under /userdata/roms/jkdf2/.
- The .jedi launch file must be inside the game directory.

Further troubleshooting

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

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