

# Star Wars: Jedi Academy

OpenJK is an open-source engine for Star Wars Jedi Knight: Jedi Academy (2003) and Star Wars Jedi Knight II: Jedi Outcast (2002) by Raven Software / LucasArts. It modernizes the id Tech 3 based engine with higher resolutions, widescreen support, improved graphics options and gamepad controls. This system scrapes metadata for the “ports” group(s) and loads the jknight set from the currently selected theme, if available. Grouped with the “ports” group of systems.

## Quick reference

- **Emulator:** OpenJK
- **Folder:** roms/jknight/
- **Accepted ROM formats:** .jedi

## BIOS

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

## ROMs

You need the original game files from Jedi Academy or Jedi Outcast. Purchase from [Steam](#) or [GOG.com](#). Create a directory for each game, copy the base folder containing the .pk3 files from your game installation into it, then create a blank launch file with a .jedi extension.

## Directory structure

```
/userdata/roms/jknight/
├── Star Wars Jedi Knight - Jedi Academy/
│   ├── base/
│   │   ├── assets0.pk3
│   │   ├── assets1.pk3
│   │   └── (other pk3 files)
│   └── Star Wars Jedi Knight - Jedi Academy.jedi
└── Star Wars Jedi Knight II - Jedi Outcast/
    ├── base/
    │   └── (pk3 files)
    └── Star Wars Jedi Knight II - Jedi Outcast.jedi
```

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

These games are ideally designed for mouse and keyboard. A gamepad controller mapping is

provided for controller use.

## Saves

Save location inside the game directory.

## Emulators

### OpenJK

Standardized features available: jknight.videomode, jknight.padtokeyboard, jknight.bezel, jknight.bezel\_stretch, jknight.hud, jknight.hud\_corner, jknight.bezel.tattoo, jknight.bezel.tattoo\_corner, jknight.bezel.tattoo\_file, jknight.bezel.resize\_tattoo

### Video settings

| ES setting name batocera.conf_key              | Description ⇒ ES option key_value                                       |
|------------------------------------------------|-------------------------------------------------------------------------|
| COLOUR DEPTH jknight.openjk_colour             | ⇒ Default None, 16-bit 16, 32-bit 32.                                   |
| GEOMETRIC DETAIL jknight.openjk_detail         | ⇒ Low Low, Medium Medium, High High.                                    |
| TEXTURE DETAIL jknight.openjk_texture          | ⇒ Low 3, Medium 2, High 1, Very High 0.                                 |
| TEXTURE QUALITY jknight.openjk_texture_quality | ⇒ Default 0, 16-bit 16, 32-bit 32.                                      |
| TEXTURE FILTER jknight.openjk_texture_filter   | ⇒ Bilinear GL_LINEAR_MIPMAP_NEAREST, Trilinear GL_LINEAR_MIPMAP_LINEAR. |
| DETAILED SHADERS jknight.openjk_shaders        | ⇒ Off 0, On 1.                                                          |
| VSYNC jknight.openjk_vsync                     | ⇒ Off 0, On 1.                                                          |
| BRIGHTNESS jknight.openjk_brightness           | Slider from 0.50 to 3.00 (step 0.10).                                   |
| SHADOWS jknight.openjk_shadows                 | ⇒ None 0, Simple 1, Volumetric 2.                                       |
| DYNAMIC LIGHTS jknight.openjk_lights           | ⇒ Off 0, On 1.                                                          |
| DYNAMIC GLOW jknight.openjk_glow               | ⇒ Off 0, On 1.                                                          |
| LIGHT FLARES jknight.openjk_flares             | ⇒ Off 0, On 1.                                                          |
| WALL MARKS jknight.openjk_wall                 | ⇒ Off 0, On 1.                                                          |
| ANISOTROPIC FILTER jknight.openjk_anisotropic  | Slider from 0.00 to 16.00 (step 0.50).                                  |

## Other settings

| ES setting name batocera.conf_key                   | Description ⇒ ES option key_value                                                                                                                   |
|-----------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>DRAW CROSSHAIR</b> jknight.openjk_crosshair      | ⇒ Off 0, On 1.                                                                                                                                      |
| <b>IDENTIFY TARGET</b> jknight.openjk_target        | ⇒ Off 0, On 1.                                                                                                                                      |
| <b>SLOW MOTION DEATH</b> jknight.openjk_death       | ⇒ Never 0, Player 1, Player Last Enemy Jedi 2, Player Any Enemy Jedi 3, Player Last Enemy in Group 4, Player Any Enemy 5, All + Enemy Jedi Dodge 6. |
| <b>1ST PERSON GUNS</b> jknight.openjk_guns          | ⇒ Off 0, On 1.                                                                                                                                      |
| <b>MODEL DISMEMBERMENT</b> jknight.openjk_dismember | ⇒ Off 0, On 1.                                                                                                                                      |
| <b>VIEW SWAYING</b> jknight.openjk_sway             | ⇒ Off 0, On 1.                                                                                                                                      |
| <b>TEXT</b> jknight.openjk_text                     | ⇒ English english, French french, German deutsch, Spanish spanish.                                                                                  |
| <b>VOICE</b> jknight.openjk_voice                   | ⇒ English english, French french, German deutsch, Spanish spanish.                                                                                  |
| <b>SUBTITLES</b> jknight.openjk_subtitles           | ⇒ None 0, In Cinematics 2, All voiceovers 1.                                                                                                        |

## Controls

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

| Gamepad button                                                                                | Action                        |
|-----------------------------------------------------------------------------------------------|-------------------------------|
| Left analog stick                                                                             | Move forward / Backpedal      |
| Right analog stick                                                                            | Look / Turn / Pitch           |
| L1                                                                                            | Step left                     |
| R1                                                                                            | Step right                    |
|  A (South) | Use Force Power               |
|  B (East)  | Jump                          |
|  X (West)  | Use                           |
|  Y (North) | Run/Walk                      |
| D-pad Up                                                                                      | Next Force Power              |
| D-pad Down                                                                                    | Crouch / Previous Force Power |
| D-pad Left                                                                                    | Previous Inventory Item       |
| D-pad Right                                                                                   | Next Inventory Item           |
|  L2        | Alt. Attack                   |
|  R2        | Attack                        |
| L3                                                                                            | 3rd Person toggle             |

| Gamepad button | Action      |
|----------------|-------------|
| START          | Map         |
| SELECT         | Menu / Exit |

## Troubleshooting

### My game does not launch

- Make sure the base/ folder with .pk3 files is inside the game directory.
- The .jedi launch file must be inside the game directory.
- Batocera will copy the appropriate files to launch the game.

### Further troubleshooting

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

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