

Medal of Honor: Allied Assault

OpenMOHAA is an open-source reimplement of the Medal of Honor: Allied Assault engine by EA Games / 2015 Inc. (2002). It is a cinematic World War II first-person shooter where you play as Lt. Mike Powell of the OSS, participating in key battles from the Normandy landings to Berlin. Batocera supports the base game and both expansion packs: Spearhead and Breakthrough. This system scrapes metadata for the “ports” group(s) and loads the mohaa set from the currently selected theme, if available. Grouped with the “ports” group of systems.

Quick reference

- **Emulator:** OpenMOHAA
- **Folder:** roms/mohaa/
- **Accepted ROM formats:** .mohaa

BIOS

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

ROMs

You need the original Medal of Honor: Allied Assault game data files. We recommend getting the **Medal of Honor: Allied Assault War Chest** from [GOG.com](https://www.gog.com), which includes the base game and both expansion packs. Copy the game contents into /userdata/roms/mohaa/. Then create an empty file with a .mohaa extension in the same directory.

Directory structure

```
/userdata/roms/mohaa/
├── main/
│   ├── pak0.pk3
│   ├── pak1.pk3
│   ├── pak2.pk3
│   ├── pak3.pk3
│   ├── pak4.pk3
│   └── pak5.pk3
├── mainta/
│   └── (Spearhead pk3 files)
├── maintt/
│   └── (Breakthrough pk3 files)
├── Medal of Honor - Allied Assault.mohaa
└── Medal of Honor - Allied Assault - Spearhead.mohaa
```

└─ Medal of Honor - Allied Assault - Breakthrough.mohaa

Game version detection

The game version is auto-detected based on keywords in the launch file name:

Launch file keyword	Game version	Data directory
(default)	Allied Assault	main/
"spear"	Spearhead	mainta/
"break"	Breakthrough	maintt/

Name your launch files accordingly, e.g. Medal of Honor - Allied Assault - Spearhead.mohaa must contain "spear" for Spearhead to be detected.

These games are ideally designed to be played with a mouse and keyboard. A gamepad controller mapping is however provided for controller use.

Saves

Save location system/configs/openmohaa/

Emulators

OpenMOHAA

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

Video settings

ES setting name batocera.conf_key	Description ⇒ ES option key_value
COLOUR DEPTH mohaa.mohaa_colour	Choose the emulated colour depth. ⇒ Default 0, 16-bit 16, 32-bit 32.
TEXTURE DETAIL mohaa.mohaa_texture	Choose the level of texture detail. ⇒ Low 2, Medium 1, High 0.
TEXTURE COLOUR DEPTH mohaa.mohaa_texture_colour	Choose the texture colour depth. ⇒ Default 0, 16-bit 16, 32-bit 32.
TEXTURE FILTER mohaa.mohaa_texture_filter	Choose the texture filter type. ⇒ Bilinear GL_LINEAR_MIPMAP_NEAREST, Trilinear gl_linear_mipmap_linear.
WALL DECALS mohaa.mohaa_decals	⇒ Off 0, On 1.

ES setting name batocera.conf_key	Description ⇒ ES option key_value
WEATHER EFFECTS mohaa.mohaa_weather	⇒ Off 0, On 1.
BRIGHTNESS mohaa.mohaa_brightness	Change the game's brightness. ⇒ Slider from 0.50 to 3.00 (step 0.10).
TEXTURE COMPRESSION mohaa.mohaa_compression	Increases texture quality. ⇒ Off 0, On 1.

Advanced options

ES setting name batocera.conf_key	Description ⇒ ES option key_value
VIEW MODEL mohaa.mohaa_view	Choose the character view type. ⇒ None 0, Gun Only 1, Full 2.
SHADOWS mohaa.mohaa_shadows	Choose the amount of shadow detail. ⇒ None 0, Simple 1, Complex 2.
TERRAIN DETAIL mohaa.mohaa_terrain	Choose the level of terrain detail. ⇒ Low 0, Medium 1, High Detail 2, Max Detail 3.
MODEL DETAIL mohaa.mohaa_model	Choose the level of model detail. ⇒ Lowest 0, Low 1, Medium 2, High 3, Higher 4, Highest 5.
EFFECTS DETAIL mohaa.mohaa_effects	Choose the level of effects detail. ⇒ Minimum 0, Lower 1, Low 2, Medium 3, High 4, Higher 5, Max 6.
CURVE DETAIL mohaa.mohaa_curve	Choose the level of curve detail. ⇒ Lowest 0, Low 1, Medium 2, High 3.
SUBTITLES mohaa.mohaa_subtitles	⇒ Off 0, On 1.
REAL DYNAMIC LIGHTING mohaa.mohaa_dynamic_lighting	⇒ Off 1, On 0.
FULL ENTITY LIGHTING mohaa.mohaa_entity_lighting	⇒ Off 1, On 0.
VOLUMETRIC SMOKE mohaa.mohaa_smoke	⇒ Off 0, On 1.
WEAPONS BAR mohaa.mohaa_weapons	⇒ Off 0, On 1.
CROSSHAIR mohaa.mohaa_crosshair	⇒ Off 0, On 1.

Controls

Here are the default OpenMOHAA controls shown on a [Batocera Retropad](https://wiki.batocera.org/):

Gamepad button	Action
Left analog stick	Move / Strafe
Right analog stick	Look (mouse)

Gamepad button	Action
D-pad Up	Sprint
D-pad Down	Crouch
D-pad Left	Previous weapon
D-pad Right	Next weapon
 A (South)	Jump
 B (East)	Use
 X (West)	Drop weapon
 Y (North)	Reload
L1	Lean left
R1	Lean right
 L2	Secondary attack
 R2	Primary attack
L3	Objective
R3	Toggle item
SELECT	Menu

Troubleshooting

My game does not launch

- Make sure the main/ folder exists and contains the .pk3 files from your game installation.
- For expansion packs, verify that mainta/ (Spearhead) or maintt/ (Breakthrough) folders are present.
- Make sure the launch file name contains the correct keyword ("spear" for Spearhead, "break" for Breakthrough).

Further troubleshooting

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

From:

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

Permanent link:

<https://wiki.batocera.org/systems:mohaa>

Last update: **2026/03/27 18:04**

