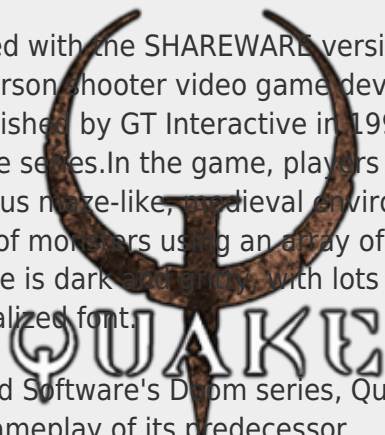


# TyrQuake

Batocera is shipped with the SHAREWARE version of Quake. Quake is a first-person shooter video game developed by id Software and published by GT Interactive in 1996. It is the first game in the Quake series. In the game, players must find their way through various maze-like, medieval environments while battling a variety of monsters using an array of weaponry. The overall atmosphere is dark and gritty, with lots of stone textures and a rusty, capitalized font.



The successor to id Software's Doom series, Quake built upon the technology and gameplay of its predecessor.

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

Grouped with the "ports" group of systems.

## Quick reference

- **Emulator:** [RetroArch](#)
- **Core:** [libretro: tyrquake](#)
- **Folder:** /userdata/roms/tyrquake
- **Accepted ROM formats:** .pak

## BIOS

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

## ROMs

Place your TyrQuake ROMs in /userdata/roms/tyrquake.

Put your Quake 1 .PAK games in this directory.

```

/userdata/roms/tyrquake/
├── pak0.pak ## shareware data (default)

/userdata/roms/tyrquake/id1/
├── pak0.pak ## shareware data
├── pak1.pak ## registered data
└── music/

```



ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>GRAPHICS BACKEND</b> tyrquake.gfxbackend	Choose your graphics rendering ⇒ OpenGL opengl, Vulkan vulkan.
<b>AUDIO LATENCY</b> tyrquake.audio_latency	Audio latency in milliseconds, turn it up if you hear crackles ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
<b>THREADED VIDEO</b> tyrquake.video_threaded	Improves performance at the cost of latency and more video stuttering. Use only if full speed cannot be obtained otherwise. ⇒ On true, Off false.

### libretro: TyrQuake

#### libretro: TyrQuake configuration

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>VIDEO RESOLUTION</b> global.tyrquake_resolution	Smooth out jagged edges on 3D object polygons ⇒ 320×240 320×240, 640×480 640×480, 960×720 960×720, 1024×768 1024×768, 1280×720 1280×720, 1920×1080 1920×1080.
<b>FRAMERATE</b> global.tyrquake_framerate	Modify framerate ⇒ Automatic automatic, 10fps 10fps, 15fps 15fps, 20fps 20fps, 25fps 25fps, 30fps 30fps, 40fps 40fps, 50fps 50fps, 60fps 60fps, 75fps 75fps, 90fps 90fps, 100fps 100fps, 120fps 120fps, 144fps 144fps, 155fps 155fps, 160fps 160fps.
<b>RUMBLE</b> global.tyrquake_rumble	Enables joypad rumble (vibration) ⇒ Off disabled, On enabled.
<b>CONTROLLER TYPE</b> global.tyrquake_controller1	Select controller type ⇒ Gamepad Classic 1, Gamepad Classic Alt 513, Gamepad Modern 773, Keyboard + Mouse 3.

Additional configuration for each episode is stored in saves/tyrquake/<Quake episode>/config.cfg.

## Controls

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



## Troubleshooting

### Further troubleshooting

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

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