


# 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/
                            │   ├── track02.ogg
                            │   ├── ...
                            │   └── track11.ogg
                            │
                  ../hipnotic/
                            ├── pak0.pak
                            ├── music/
                            │   ├── track02.ogg
                            │   ├── ...
                            │   └── track09.ogg
                            │
                     ../rogue/
                            ├── pak0.pak
                            ├── music/
                            │   ├── track02.ogg
                            │   ├── ...
                            │   └── track09.ogg
                            │
                      ../dopa/
                            └── pak0.pak
/userdata/saves/tyrquake/[QUAKE-EPISODE]/
                                          ├── config.cfg
                                          ├── s0.sav
                                          ├── ...
                                          └── s9.sav
```

# Emulators

## RetroArch

RetroArch (formerly SSNES), is a ubiquitous frontend that can run multiple “cores”, which are essentially the emulators themselves. The most common cores use the libretro API, so that's why cores run in RetroArch in Batocera are referred to as “libretro: (core name)”. RetroArch aims to unify the feature set of all libretro cores and offer a universal, familiar interface independent of platform.

### RetroArch configuration

RetroArch offers a **Quick Menu** accessed by pressing `[HOTKEY]` +  which can be used to alter various things like RetroArch and core options, and controller mapping. Most RetroArch related settings can be altered from Batocera's EmulationStation.

Standardized features available to all libretro cores: `tyrquake.videomode`, `tyrquake.ratio`, `tyrquake.smooth`, `tyrquake.shaders`, `tyrquake.pixel_perfect`, `tyrquake.decoration`, `tyrquake.game_translation`

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

#### libretro: TyrQuake

##### libretro: TyrQuake configuration

| ES setting name `batocera.conf_key` | Description ⇒ ES option `key_value` |
|---|---|
| **VIDEO RESOLUTION `global.tyrquake_resolution`** | Smooth out jagged edges on 3D object polygons<br>⇒ 320×240 `320×240`, 640×480 `640×480`, 960×720 `960×720`, 1024×768 `1024×768`, 1280×720 `1280×720`, 1920×1080 `1920×1080`. |
| **FRAMERATE `global.tyrquake_framerate`** | Modify framerate<br>⇒ 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`. |
| **RUMBLE `global.tyrquake_rumble`** | Enables joypad rumble (vibration)<br>⇒ Off `disabled`, On `enabled`. |
| **CONTROLLER TYPE `global.tyrquake_controller1`** | Select controller type<br>⇒ 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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