

Catacomb GL

CatacombGL is a source port with OpenGL graphics for Catacomb 3D (1991), The Catacomb Abyss (1992), The Catacomb Armageddon (1992) and The Catacomb Apocalypse (1993).

Quick reference

- **Accepted ROM formats:** `.game`
- **Folder:** `/userdata/roms/catacomb`
- **Config:** `/userdata/system/configs/CatacombGL`
- **Saves:** `/userdata/system/saves/catacomb`

ROMs

Place your Directory in `/userdata/roms/catacomb`.

There are strict naming conventions: Only folders

1. `Abyss_sw13`
2. `Abyss`
3. `Armageddon`
4. `Apocalypse`
5. and `Cat3D` are allowed

Then place a `.game` file in each folder, this is also very restrictive and **MUST** contain the correct name the main directory name, too

1. `Abyss_sw13` –> *Catacomb Abyss_sw.game* (Shareware)
2. `Abyss` –> *Catacomb Abyss.game*
3. `Armageddon` –> *Catacomb Armageddon.game*
4. `Apocalypse` –> *Catacomb Apocalypse.game*
5. `Cat3D` –> *Catacomb Descent.game* or *Catacomb Cat3D.game*

Sidenote: All filenames (gamedata…) have to be be capitalized. So `cemetry.hnt` –> `CEMETRY.HNT` for example I've written a small script for this task, it will even create the correct game name for each folder but relies the named directories above do exists.

```
#!/bin/bash
# These 5 directories need to be available / crcerror
for i in Abyss_sw13 Abyss Armageddon Apocalypse Cat3D; do
  if pushd /userdata/roms/catacomb/${i} 2>/dev/null; then
    for f in *; do
      mv -v -- "$f" "${f^^}"
    done
    touch "Catacomb ${i}.game" && echo "Created launch-file: Catacomb
${i}.game"
    popd >/dev/null
  else
    echo "couldn't go to dir: '$i'"; continue;
  fi
done
```

Controls

Here are the default CatacombGL controls shown on a Batocera RetroPad:

Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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