



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 capitalized. So `cemetery.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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