CorsixTH

CorsixTH is an open-source reimplementation of the game engine for Theme Hospital, the classic hospital management simulation game by Bullfrog Productions (1997). It is written in Lua and C++ and requires the original game data files to play. CorsixTH adds modern features such as higher resolutions, widescreen support, updated graphics, custom music and bug fixes. This system scrapes metadata for the “ports” group(s) and loads the corsixth set from the currently selected theme, if available. Grouped with the “ports” group of systems.



Quick reference

- **Emulator:** CorsixTH
- **Folder:** `roms/corsixth/`
- **Accepted ROM formats:** `.game`

BIOS

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

ROMs

You need the original Theme Hospital game data files. You can purchase the game from GOG.com. Copy the extracted game folders with their contents into `/userdata/roms/corsixth/`. If using the

GOG version, you can use `innoextract` to extract the installer. Then create an empty file called `corsixth.game` in `/userdata/roms/corsixth/`.

Required data folders

The following folders from the original Theme Hospital installation are required:

```
/userdata/roms/corsixth/
                ├── ANIMS/
                ├── DATA/
                ├── INTRO/
                ├── LEVELS/
                ├── QDATA/
                └── corsixth.game
```

Custom music

If you want to listen to custom music or remastered versions of the original soundtrack, create a `MP3` folder inside `/userdata/roms/corsixth/` and add your MP3 files. To change the names of songs displayed in-game, create a file called `names.txt` inside the `MP3` folder. Write the file name on one line, followed by the desired in-game name on the next line.

```
/userdata/roms/corsixth/
                ├── ANIMS/
                ├── DATA/
                ├── INTRO/
                ├── LEVELS/
                ├── QDATA/
                ├── MP3/
                │    ├── track01.mp3
                │    ├── track02.mp3
                │    └── names.txt
                └── corsixth.game
```

Saves

Save location `saves/corsixth/`

Emulators

CorsixTH

Standardized features available to all cores of this emulator: `corsixth.videomode`, `corsixth.padtokeyboard`

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
Settings that apply to all cores of this emulator	
USE NEW GRAPHICS `corsixth.cth_new_graphics`	Use new graphics created from the CorsixTH project. ⇒ Enabled (Default) `true`, Disabled `false`.
ENABLE SANDBOX MODE `corsixth.cth_free_build_mode`	Free Build or Sandbox mode. You cannot win or lose custom made maps if this is set to true. You also don't have to worry about money. ⇒ Disabled (Default) `false`, Enabled `true`.
PLAY INTRO MOVIE `corsixth.cth_play_intro`	Enable or disable the intro movie. ⇒ Enabled (Default) `true`, Disabled `false`.

Controls

Here are the default CorsixTH controls shown on a Batocera Retropad:

Gamepad button	**Action**
Left analog stick	Mouse cursor
Right analog stick up/down	Zoom in/out (x5)
Right analog stick left/right	Zoom out/in
D-pad	Move camera
B (East)	Select (left click)
A (South)	Rotate object (right click)
X (West)	Hire staff
Y (North)	Edit room
L1	Open build room menu
R1	Open furnish corridor menu
L2	Set speed normal
R2	Speed up the game
L3	Cheat menu
R3	Lua console
START	Start / Confirm
SELECT	Show/hide menu bar
HOTKEY + D-pad Up	Town map
HOTKEY + D-pad Down	Casebook
HOTKEY + D-pad Left	Research
HOTKEY + D-pad Right	Manage staff

Troubleshooting

My game does not launch

- Make sure all required data folders (`ANIMS`, `DATA`, `INTRO`, `LEVELS`, `QDATA`) are present in `/userdata/roms/corsixth/`.
- Verify that the `.game` launch file exists in the same directory.
- If using the GOG version, make sure you extracted the installer properly with `innoextract`.

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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