



This article needs some TLC. Read at your own risk.

# Doom3

Previously known as Boom3, dhewm3 is a Doom 3 source port which brings many fixes and support for various hardware. It is based on Doom 3 game released in 2004.

This system scrapes metadata for the "pc" group(s) and loads the doom3 set from the currently selected theme, if available.

Prior to v41, the system's name was boom3. It is grouped with the "ports" group of systems.



## Quick reference

- **Folder:** roms/doom3/
- **BIOS required?** Optional, some games require one.

Emulators	Accepted ROM formats	ROM path	Notes
<a href="#">libretro: boom3</a>	.boom3	roms/doom3	Prior to v41, path is /userdata/roms/boom3
<a href="#">dhewm3</a>	.d3	roms/doom3	Starting v41

- **Emulator:** [RetroArch](#)
- **Core:** [libretro: boom3](#)
- **Folder:** /userdata/roms/doom3
- **Accepted ROM formats:** .boom3, .d3

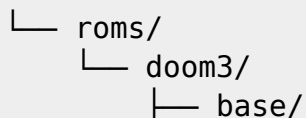
## BIOS

No Boom3 emulator in Batocera needs a BIOS file to run.

## ROMs

Place your Doom3 ROMs in /userdata/roms/doom3.

Example file structure:



```
├── base.boom3 (for boom3 core)
│   ├── pak000.pk4
│   ├── pak001.pk4
│   ├── pak002.pk4
│   ├── pak003.pk4
│   ├── pak004.pk4
│   ├── pak005.pk4
│   ├── pak006.pk4
│   ├── pak007.pk4
│   └── pak008.pk4
├── d3xp/
│   ├── d3xp.boom3 (for boom3 core)
│   ├── pak000.pk4
│   └── pak001.pk4
├── Doom 3.d3 (standalone emulator)
└── Doom 3 - Resurrection of Evil.d3 (standalone emulator)
```

The Doom 3.d3 file should contain the path to the base game. - i.e. base/pak000.pk4

Similarly Doom 3 - Resurrection of Evil.d3 should be - d3xp/pak000.pk4

## Emulators

### RetroArch

RetroArch has [its own page](#).

### libretro: boom3

### libretro: dhewm3

## Controls

Here are the default Boom3's controls shown on a [Batocera RetroPad](#):



## Troubleshooting

### Further troubleshooting

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

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