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

DXX Rebirth

The DXX Rebirth is a port developed by Ports. It was released in 1998.

This system scrapes metadata for the “pc” group(s) and loads the `dxx-rebirth` set from the currently selected theme, if available.

Grouped with the “ports” group of systems.

Quick reference

- **Emulator:** dxx-rebirth
- **Folder:** `/userdata/roms/dxx-rebirth`
- **Accepted ROM formats:** `.d1x`, `.d2x`

BIOS

No DXX Rebirth emulator in Batocera needs a BIOS file to run.

ROMs

Place your DXX Rebirth ROMs in `/userdata/roms/dxx-rebirth`.

DXX-Rebirth allows you to play Descent 1 & 2.

DXX-Rebirth requires game data to play. You can get Descent 1 PC shareware data and Descent 2 PC demo data from the DXX-Rebirth website.
https://www.dxx-rebirth.com/download/dxx/content/descent-pc-shareware.zip
https://www.dxx-rebirth.com/download/dxx/content/descent2-pc-demo.zip

Full game data is supported (and recommended), but is not freely available. You can buy full Descent 1 game data and/or buy full Descent 2 game data from GOG.com. DXX-Rebirth contains engines for both games. Each engine works for its respective game without the data from the other, so players who wish to purchase only one game may do so.

Put your Descent data files in /userdata/roms/dxx-rebirth in it's own Descent directory. Then within that directory, /userdata/roms/dxx-rebirth/Descent add a blank file Descent.d1x. That file will launch the game and allow your to scrape game information via EmulationStation.

Do the same for Descent 2 however using a blank file Descent2.d2x in /userdata/roms/dxx-rebirth/Descent2 accordingly.

A mouse & keyboard is required initially but you can configure a controller per user.

For more info: https://wiki.batocera.org/systems:dxx-rebirth

Emulators

dxx-rebirth

dxx-rebirth configuration

Standardized features available to all cores of this emulator: `dxx-rebirth.videomode`, `dxx-rebirth.padtokeyboard`, `dxx-rebirth.powermode`, `dxx-rebirth.tdp`, `dxx-rebirth.videomode`, `dxx-rebirth.bezel`, `dxx-rebirth.bezel_stretch`, `dxx-rebirth.hud`, `dxx-rebirth.hud_corner`, `dxx-rebirth.bezel.tattoo`, `dxx-rebirth.bezel.tattoo_corner`, `dxx-rebirth.bezel.tattoo_file`, `dxx-rebirth.bezel.resize_tattoo`

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
Settings that apply to all cores of this emulator	
VSYNC `dxx-rebirth.rebirth_vsync`	Fix screen tearing. ⇒ Disabled (Default) `0`, Enabled `1`.
TEXTURE FILTERING `dxx-rebirth.rebirth_filtering`	Smooth textures on 3D objects. ⇒ Classic (Default) `0`, Blocky Filtered `1`, Smooth `2`.
ANISOTROPIC FILTERING `dxx-rebirth.rebirth_anisotropy`	Improves clarity of distant textures. ⇒ Disabled (Default) `0`, Enabled `1`.
4x MULTISAMPLING `dxx-rebirth.rebirth_multisample`	⇒ Disabled (Default) `0`, Enabled `1`.

Controls

Here are the default DXX Rebirth's controls shown on a Batocera RetroPad:

Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

From:
https://wiki.batocera.org/ - **Batocera.linux - Wiki**

Permanent link:
https://wiki.batocera.org/systems:dxx-rebirth

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