ECWolf

> ECWolf is a port of the Wolfenstein 3D engine based of Wolf4SDL. It combines the original Wolfenstein 3D engine with the user experience of ZDoom to create the most user and mod author friendly Wolf3D source port.

Quote from https://bitbucket.org/ecwolf/ecwolf/src/master/README.md

ECWolf was constructed with GZDoom's API in mind, so their command syntax/configuration appear to be very similar, but cross-compatibility should not be assumed or expected. There will usually be specific commands/configs required for each system that corrupt/are incompatible with the other, resulting in issues.

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

Grouped with the “ports” group of systems.



Quick reference

- **Emulator:** ecwolf
- **Folder:** `/userdata/roms/ecwolf`

- **Savegames:** `/userdata/saves/ecwolf/[romname]/`
- **Accepted ROM formats:** `.ecwolf`, `.pk3`, `.squashfs`

BIOS

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

ROMs

Install to `roms/ecwolf/`. The ecwolf binary offers same supports as the original DOS executables (`wolf3d.exe`, `spear.exe`, etc.). Thus these executables are not needed - all supplementary data-files that were included with the original installation should be copied.

`1.x` mods may not be compatible with `2.x`, and vice versa. The philosophy on backwards mod compatibility going forward is TBA.

- GOG: Wolfenstein 3D + Spear of Destiny
- Steam: Wolf Pack
- Steam: Super 3D Noah's Ark
- 3d Realms
- itch.io: Wolfenstein 3D only
- Wolfenstein 3D Shareware filedownload
- Spear of Destiny Demo filedownload

How to install games

Put the game's folder in the `/roms/ecwolf` and add the extension `.ecwolf` and inside that, copy the appropriate files:

- `.wl6` (Wolfenstein 3D fullversion)
- `.wl1` (Wolfenstein 3D demo)
- `.sod` (Spear of Destiny fullversion)
- `.sdm` (Spear of Destiny demo)
- `.sd2` (Spear of Destiny - Mission Pack 2: Return to danger)
- `.sd3` (Spear of Destiny - Mission Pack 3: Ultimate Challenge)
- `.n3d` (Super Noah’s Ark 3D)

For example: `/roms/ecwolf/Wolfenstein 3D.ecwolf/<.wl6 game files>`

More details at: http://maniacsvault.net/ecwolf/wiki/Game_data

File allocation tree

```
/userdata/roms/ecwolf/Spear of Destiny.ecwolf/
                                              ├── audiohed.sod
                                              ├── audiot.sod
                                              ├── config.sod
```

```
                                                    ├── gamemaps.sod
                                                    ├── gamemaps.sd2
                                                    ├── gamemaps.sd3
                                                    ├── maphead.sod
                                                    ├── maphead.sd2
                                                    ├── maphead.sd3
                                                    ├── vgadict.sod
                                                    ├── vgagraph.sod
                                                    ├── vgahead.sod
                                                    ├── vswap.sod
                                                    ├── vswap.sd2
                                                    └── vswap.sd3
/userdata/roms/ecwolf/Super 3D Noah's Ark.ecwolf/
                                                        ├── audiohed.n3d
                                                        ├── audiot.n3d
                                                        ├── config.n3d
                                                        ├── gamemaps.n3d
                                                        ├── maphead.n3d
                                                        ├── vgadict.n3d
                                                        ├── vgagraph.n3d
                                                        ├── vgahead.n3d
                                                        └──  vswap.n3d

/userdata/roms/ecwolf/Wolfenstein 3D.ecwolf/
                                                    ├── audiohed.wl6
                                                    ├── audiot.wl6
                                                    ├── config.wl6
                                                    ├── gamemaps.wl6
                                                    ├── maphead.wl6
                                                    ├── vgadict.wl6
                                                    ├── vgagraph.wl6
                                                    ├── vgahead.wl6
                                                    └── vswap.wl6
 ## Shareware

/userdata/roms/ecwolf/wolf3d14.ecwolf/
                                                ├── audiohed.wl1
                                                ├── audiot.wl1
                                                ├── config.wl1
                                                ├── gamemaps.wl1
                                                ├── maphead.wl1
                                                ├── vgadict.wl1
                                                ├── vgagraph.wl1
                                                ├── vgahead.wl1
                                                └── vswap.wl1


 ## Demo

/userdata/roms/ecwolf/soddemo.ecwolf/
                                                ├── audiohed.sdm
```

```
                                                ├── audiot.sdm
                                                ├── config.sdm
                                                ├── gamemaps.sdm
                                                ├── maphead.sdm
                                                ├── vgadict.sdm
                                                ├── vgagraph.sdm
                                                ├── vgahead.sdm
                                                └── vswap.sdm
```

Mods

ECWolf can run total conversions, but only ones that have no significant changes in code.

1. Rename the mode files extension to one compatible with ECWolf: `.wl6`, `.wl1` or `.sod`
2. Install the mod to a ROM.
3. Enjoy!

e.g.: for the MOD Conflict In The Fatherland (1999), rename the files from `.bj2` to `.wl6`, add the game to `/userdata/roms/ecworlf/Conflict In The Fatherland.ecwolf/`, launch the game in Batocera, and select Wolfenstein 3D due to `.wl6` be a extension be related to the base game Wolfenstein 3D. Enjoy your MOD!

Mods: https://beta.wolf3d.net/engines/ECWolf/games

Since Batocera 38 the support of `.pk3` and `.ecwolf` files was added. These files are packages that contain new sound (guard shouts, weapon noise), background music (MP3 or even FLAC), textures (from simple new reskinned textures to HD), weapons (yes B.J. can carry even more than 4 pieces) and of course completly new levelsets.

A good collection of a HD total conversion and nice music/audio-sets can found here (ZDOOM forum). Download the linked pk3 files.

As said the support of `.ecwolf`-files was added since Batocera 38, as an example how these files are used

- Create a file **Wolfenstein 3D HD.ecwolf**
- Use a single line of arguments inside the file
- First argument: a path relative to ecwolf-rom dir
- Second argument: according `ecwolf –help` pages
- ...

```
.\wolf3d14 --data wl6 --file ../HD/ECWolf_hdpack.pk3
../HD/ECWolf_hdmus_3DO.pk3
^          ^          ^
|          |          |
|          |          └── file argument to load several pk3 files
|          |
|          └── which dataset to use (wl6, sod, sd1) needed if you put
several datasets into one directory
|
```

```
└── path to gamesets (can be full or relative, basedir is
/userdata/roms/ecwolf)
```

Wolfenstein 3D - Spear of Destiny - Mission Pack2: Return to Danger.ecwolf

```
"./Spear of Destiny (all missionpacks)" --data sd2
```

If you use whitespaces within the pathes or filenames, please use “quotes”! Before BATOCERA 42 avoid whitespaces and use scores or dashes.

You can also try to load `.pk3`-files direc within Emulationstation. Just copy the files next to your gameset. Remeber that this method allows only the loading of single files. The `.ecwolf`-file method is the recommended way to use mods but needs some editing. The box down is the full help page, ecwolf offers. So you can also use your own config files for some special devices if needed for example.

ecwolf --help page

```
[root@BATOCERA /etc/default]# ecwolf --help
ReadConfig: Reading the Configuration.
IWad: Selecting base game data.
ECWolf 1.4.1 (<unknown version>)
http://maniacsvault.net/ecwolf/
Based on Wolf4SDL v1.7
Ported by Chaos-Software (http://www.chaos-software.de.vu)
Original Wolfenstein 3D by id Software

Usage: ecwolf [options]
Options:
 --help                  This help page
 --config <file>         Use an explicit location for the config file
 --savedir <dir>         Use an explicit location for save games
 --file <file>           Loads an extra data file
 --data <extension>      Selects the given game data set skipping the
dialog
 --tedlevel <level>      Starts the game in the given level
 --skill <#>             Sets the difficulty for tedlevel
 --baby                  Sets the difficulty to baby for tedlevel
 --easy                  Sets the difficulty to easy for tedlevel
 --normal                Sets the difficulty to normal for tedlevel
 --hard                  Sets the difficulty to hard for tedlevel
 --nowait                Skips intro screens
 --fullscreen            Starts the game in fullscreen mode
 --res <width> <height> Sets the screen resolution
 --aspect <aspect>       Sets the aspect ratio.
 --noadaptive            Disables adaptive tics.
 --bits <b>              Sets the screen color depth
                         (use this when you have palette/fading problems
                         allowed: 8, 16, 24, 32, default: "best" depth)
```

```
 --extravbls <vbls>     Sets a delay after each frame, which may help
to
                        reduce flickering (unit is currently 8 ms,
default: 0)
 --joystick <index>     Use the index-th joystick if available
                        (-1 to disable joystick, default: 0)
 --joystickhat <index>  Enables movement with the given coolie hat
 --samplerate <rate>    Sets the sound sample rate (given in Hz,
default: 44100)
 --audiobuffer <size>   Sets the size of the audio buffer (-> sound
latency)
                        (given in bytes, default: 2048 / (44100 /
samplerate))
 --host <number>        Sets up a network game with the given number of
players.
 --join <address>       Joins a network game coordinated by the given
host.
 --port <number>        Port number to use for network communications.
 --battle               Player vs. player battle
 --debugnet             Enable network debugging messages.
 --foreignsave          Disable save game validity checking.
```

Compatbility

Supported:

- Wolfenstein 3D
- Spear of Destiny
- Spear of Destiny - Mission Pack 2 & 3
- Super Noah’s Ark 3D

Mods:

- Super Noah’s Ark 3D
- Wolfenstein 3D + Spear of Destiny

Unsuported (currently):

- Corridor 7- Alien Invasion
- Operation Body Count

Emulators

ECWolf

ECWolf configuration

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

Controls

Here are the default ECWolf's controls shown on a Batocera Retropad:

Fix Me!



Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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