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`

- **Accepted ROM formats:** `.ecwolf`, `.pk3`, `.squashfs`

BIOS

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

ROMs

Install to `roms/ecwolf/`. Supports the original DOS executables (`wolf3d.exe`, `spear.exe`, etc.). Requires all supplementary files that were included with the original installation.

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

- Wolfeinstein 3D: https://store.steampowered.com/app/2270/Wolfenstein_3D/
- Wolfweinstein 3D Shareware: http://maniacsvault.net/ecwolf/files/shareware/wolf3d14.zip
- Spear of Destiny: https://store.steampowered.com/app/9000/Spear_of_Destiny/
- Spear of Destiny Demo: http://maniacsvault.net/ecwolf/files/shareware/soddemo.zip
- Super 3D Noah's Ark: https://wisdomtree.itch.io/s3dna / https://store.steampowered.com/app/1285050/Noahs_Ark/

Who to install games:

Put a folder in the `/roms/ecwolf` folder with the name of the game with the extension `.ecwolf` and inside that the appropriate `.wl6` files.

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

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:

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:ecwolf?rev=1651177938

Last update: **2022/04/28 20:32**