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

# Eduke 32

EDuke32 is a cross-platform port of Duke Nukem 3D aimed at both extending what can be edited in the game and providing a rich, full-featured means to explore the original episodes. It is widely used in the Duke Nukem modding community and has become a requirement in order to play most mods. It is also capable of playing Nam and WW2 GI.

“It’s time to kick ass and chew bubble gum… and I’m all outta gum.” – Duke Nukem from Duke Nukem 3D.

This system scrapes metadata for the “ports” group(s) and loads the eduke32 set from the currently selected theme, if available.

Grouped with the “ports” group of systems.



### Quick reference

- **Emulator:** Eduke32
- **Folder:** `roms/eduke32/`
- **Accepted ROM formats:** `.eduke32`

## BIOS

No Eduke32 emulator in Batocera needs a BIOS file to run.

## Supported Command in .eduke32-file

- FILE (equivalent to `-gamegrp`)
- FILE+ (equivalent to `-g`)
- CON (equivalent to `-x`)
- CON+ (equivalent to `-mx`)
- DIR (equivalent to `-j`)
- DEF (equivalent to `-h`)
- DEF+ (equivalent to `-mh`)
- MAP (equivalent to `-map`)

These commands are from `configgen/utils/buildargs.py` and may be updated in future.

```
BuildEngineArg("DIR", "-j", False),  # Adds directory to search list
# The main game file to load: EDuke32 and Raze can load .grp, .zip, .ssi,
.pk3, .pk4; Raze can also load .7z
BuildEngineArg("FILE", "-gamegrp", True),
# Add extra game file to load; this overrides files in virtual filesystem
BuildEngineArg("FILE+", "-g", False),
# Replace the main GAME.CON script module; surprisingly this can be a CON,
DEF, or INI!
BuildEngineArg("CON", "-x", True),
BuildEngineArg("CON+", "-mx", False),  # Append CON after GAME.CON script
module
BuildEngineArg("DEF", "-h", True),  # Replace the main DEF module
BuildEngineArg("DEF+", "-mh", False),  # Append DEF after main DEF module
BuildEngineArg("MAP", "-map", True),  # Start specified MAP on launch
```

## ROMs

Place your Eduke32 ROMs in `/userdata/roms/eduke32/`.

Files MD5 sums: https://wiki.eduke32.com/wiki/Frequently_Asked_Questions

The following games are officially supported, and should be placed in the designated directory with their required files:

- duke: Duke Nukem 3D (DUKE3D.GRP)
- duke: Duke Nukem 3D: Duke It Out in D.C. (DUKEDC.GRP)
- duke: Duke Nukem 3D: Duke Caribbean: Life's a Beach (VACATION.GRP)
- duke: Duke Nukem 3D: Duke: Nuclear Winter (NWINTER.GRP)
- nam: NAM (NAM.GRP, NAM.CON)
- ww2gi: World War II GI (WW2GI.GRP)
- ww2gi: World War II GI: Platoon Leader (PLATOONL.DAT, PLATOONL.DEF)

## Supported games (.eduke32 file content and data files location)

### Duke Nukem 3D [v1.3D, Atomic Edition, and Twentieth Anniversary World Tour] (via JFDuke & EDuke 2.0; World Tour extensions via DukeGDX)

Duke Nukem 3D.eduke32

```
FILE = /duke/DUKE3D.GRP
```

Files from game folder /Duke Nukem 3D or /ATOMINST or /Duke Nukem 3D/gameroot or Duke Nukem 3D Twentieth Anniversary World Tour/ or /data

```
/userdata/roms/eduke32/duke/
                            |── DUKE3D.GRP (The World Tour's extra features
will requires the whole game installation)
                            └── DUKE.RTS
```

### Duke It Out in D.C. (expansion)

Duke It Out in D.C..eduke32

```
FILE  = /duke/DUKE3D.GRP
FILE+ = /duke/DUKEDC.GRP
```

Files from game folder /Duke Nukem 3D and /Duke Nukem 3D/gameroot/addons/dc or DUKEDC/

```
/userdata/roms/eduke32/duke/
                            ├── DUKE3D.GRP (Atomic Edition)
                            └── DUKEDC.GRP (DUKEDCPP.SSI can be converted to
GRP:
https://forums.duke4.net/topic/998-xp-trying-to-get-duke-it-out-in-dc-please
-help/)
```

### Duke Caribbean: Life's a Beach (expansion)

Duke Caribbean - Life's a Beach.eduke32

```
FILE  = /duke/DUKE3D.GRP
FILE+ = /duke/VACATION.GRP
```

Files from game folder /Duke Nukem 3D and /Duke Nukem 3D/gameroot/addons/vacation or CARIBBEA/VACATION/

```
/userdata/roms/eduke32/duke/
                            ├── DUKE3D.GRP
                            └── VACATION.GRP (VACA15.SSI can be converted to
GRP:
https://forums.duke4.net/topic/998-xp-trying-to-get-duke-it-out-in-dc-please
-help/)
```

**Duke: Nuclear Winter (expansion)**

Duke - Nuclear Winter.eduke32

```
FILE  = /duke/DUKE3D.GRP
FILE+ = /duke/NWINTER.GRP
```

Files from game folder /Duke Nukem 3D and /Duke Nukem 3D/gameroot/addons/nw

```
/userdata/roms/eduke32/duke/
                            ├── DUKE3D.GRP
                            └── NWINTER.GRP
```

**Duke Nukem Atomic Edition**

Duke Nukem Atomic Edition.eduke32

```
FILE  = /duke/DUKE3D.GRP
FILE+ = /duke/DUKE3DA.GRP
```

Files from game folder /Duke Nukem Atomic Edition or /ATOMINST

```
/userdata/roms/eduke32/duke/
                            ├── DUKE3D.GRP
                            └── DUKE3DA.GRP
```

### Duke ZONE 2

Atomic:

Duke!Zone II.eduke32

```
FILE  = /duke/DUKE!ZON.GRP
FILE+ = /duke/DUKEZONE2.GRPINFO
```

World Tour:

Duke!Zone II.eduke32

```
FILE  = /duke/DUKE!ZON.GRP
FILE+ = /duke/DUKEZONE2_WT.GRPINFO
```

Files from game folder /Duke Zone 2

```
/userdata/roms/eduke32/dukezone2/
                |       ├── DUKE!ZON.GRP
                |       ├── DUKEZONE2.GRPINFO (Atomic) OR
DUKEZONE2_WT.GRPINFO (World Tour)
                |       └── FIXED CON FILES:
https://hrp.duke4.net/download.php
                |           ├── GAME.CON (Replaces DZ-GAME.CON)
                |           ├── DEFS.CON (Replaces DZ-DEFS.CON)
                |           ├── USER.CON (Replaces DZ-USER.CON)
                |           └── E3L1.MHK
                └── Duke!Zone II.eduke32
```

### Duke Assault

Copy the ASSAULT directory from the CD to your EDuke32 directory.

Copy the two TILES014.ART and TILES015.ART files from ART directory to the ASSAULT directory.

Duke Assault.eduke32

```
FILE  = /duke/DUKE3D.GRP
```

Files from game folder Duke Nukem 3D/, /Duke Assault CD/ASSAULT and /Duke Assault CD/ART

```
/userdata/roms/eduke32/duke/
                |       ├── ASSAULT/
                |       |   ├── *.MAP (1640 MAP files!)
```

```
                |       |   ├── TILES014.ART
                |       |   └── TILES015.ART
                |       └── DUKE3D.GRP
                └── Duke Assault.eduke32
```

**Duke Nukem's Penthouse Paradise (expansion)**

Duke Nukem's Penthouse Paradise.eduke32

```
FILE   = /duke/DUKE3D.GRP
FILE+  = /duke/PENTHOUS.GRP
CON    = /duke/GAME.CON
```

Files from game folder /Duke Nukem 3D and /penthous

```
/userdata/roms/eduke32/duke/
                |       ├── DUKE3D.GRP
                |       └── PENTHOUS.GRP
                |       └── GAME.CON (from Penthouse Paradise)
                └── Duke Nukem's Penthouse Paradise.eduke32
```

**Duke!Zone (expansion)**

Red Zone.eduke32

```
FILE   = /duke/DUKE3D.GRP
FILE+  = /duke/ZONE.GRP
```

Files from game folder /Duke Nukem 3D and /redzone

```
/userdata/roms/eduke32/duke/
                |       ├── DUKE3D.GRP
                |       └── Zone.GRP
                └── Duke!Zone.eduke32
```

**Duke Nukem: Plug 'N' Pray Remake Episodes (expansion)**

Red Zone.eduke32

```
FILE   = /duke/DUKE3D.GRP
FILE+  = /duke/PNP.GRP
```

Files from game folder /Duke Nukem 3D and /pnp

```
/userdata/roms/eduke32/duke/
                |       ├── DUKE3D.GRP
                |       └── PNP.GRP
                └── Plug 'N' Pray.eduke32
```

**Duke Nukem: Zero Hour (expansion)**

Duke Nukem Zero Hour.eduke32

```
FILE   = /duke/DUKE3D.GRP
FILE+  = /duke/ZEROHOUR.GRP
```

Files from game folder /Duke Nukem 3D and /zerohour

```
/userdata/roms/eduke32/duke/
                |       ├── DUKE3D.GRP
                |       └── ZEROHOUR.GRP
                └── Duke Nukem Zero Hour.eduke32
```

**Duke Xtreme**

Copy the DKXTRM directory from the CD to your EDuke32 directory.

In DKXTRM/PACK14, rename DKEXGAME.CON to GAME.CON, DKEXDEFS.CON to DN3DDEFS.CON, and DKEXUSER.CON to DN3DUSER.CON.

Duke Xtreme.eduke32

```
FILE  = /duke/DUKE3D.grp
```

Files from game folder Duke Nukem 3D/ and /Duke Xtreme CD/XTRM

```
/userdata/roms/eduke32/duke/
                |       ├── DUKE3D.GRP
                |       └── DKXTRM/
                |           ├── DMMAPS (25 files)
                |           |   └── *.MAP
                |           ├── PACK13
                |           |   ├── TILES0*.ART (7 files)
                |           |   ├── *.CON (3 files)
                |           |   |       ├── DKEXDEFS.CON
                |           |   |       ├── DKEXUSER.CON
                |           |   |       └── DKEXGAME.CON
                |           |   └── *.VOC (22 files)
                |           ├── PACK14
```

```
                |           |   ├── TILES0*.ART (7 files)
                |           |   ├── *.CON (3 files)
                |           |   |       ├── DN3DDEFS.CON (Renamed from
DKEXDEFS.CON)
                |           |   |       ├── DN3DUSER.CON (Renamed from
DKEXUSER.CON)
                |           |   |       └── GAME.CON (Renamed from
DKEXGAME.CON)
                |           |   └── *.VOC (22 files)
                |           └── SPMAPS
                |               └── *.MAP (25 files)
                └── Duke - Xtreme.eduke32
```

**NAM**

Nam.eduke32

```
FILE = /nam/NAM.GRP
CON  = /nam/NAM.CON
```

Files from game folder /NAM

```
/userdata/roms/eduke32/nam/
                |       ├── NAM.CON (Renamed from GAME.CON)
                |       ├── NAM.GRP
                |       └── NAM.RTS
                └── Nam.eduke32
```

**NAPALM [Walmart version of NAM with different .GPR files]**

Napalm.eduke32

```
FILE = /napalm/NAPALM.GRP
CON  = NAPALM.CON
```

Files from game folder /NAMPALM

```
/userdata/roms/eduke32/napalm/
                |       ├── NAPALM.CON (Renamed from GAME.CON)
                |       ├── NAPALM.GRP
                |       └── NAPALM.RTS
                └── Napalm.eduke32
```

### World War II GI

World War II GI.eduke32

```
FILE = /ww2gi/WW2GI.GRP
```

Files from game folder /WWII GI

```
/userdata/roms/eduke32/ww2gi/
                |       ├── WW2GI.GRP
                |       └── WW2GI.CON
                └── World War II GI.eduke32
```

### World War II GI: Platoon Leader (expansion)

World War II GI - Platoon Leader.eduke32

```
FILE  = /ww2gi/WW2GI.GRP
FILE+ = /ww2gi/PLATOONL.DAT
CON   = /ww2gi/PLATOONL.DEF
```

Files from game folder /WWII GI and /platoonleader

```
/userdata/roms/eduke32/ww2gi/
                |       ├── WW2GI.GRP
                |       ├── PLATOONL.DAT
                |       └── PLATOONL.DEF
                └── Platoon Leader.eduke32
```

### Duke Nukem 3D: 20th Anniversary World Tour

As of the date this text was written, running Duke Nukem 3D: 20th Anniversary World Tour with EDuke32 requires the use of the `stopgap` patch, which ensures compatibility between the game and the source port. To download the patch, visit the official `stopgap` patch page on GitHub: official stopgap patch GitHub page

Duke Nukem 3D Twentieth Anniversary World Tour.eduke32

```
DIR = /dukewt/duke
DIR = /dukewt/stopgap
FILE = /dukewt/stopgap/e32wt.grp
```

Files from game folder /dukewt

```
/userdata/roms/eduke32/dukewt/
                |       ├── duke/
                |       |    ├── DUKE3D.GRP    (The extra features of The
World Tour require the complete game installation files and folders)
                |       |    └── DUKE.RTS
                |       └── stopgap/       (Extract the contents of the
stopgap patch .zip file into this folder)
                |            ├── E32WT.CON
                |            ├── e32wt.def
                |            ├── e32wt.grp
                |            ├── e32wt.grpinfo
                |            ├── E32WT_CODE.CON
                |            ├── e32wt_content.def
                |            ├── e32wt_normalmaps.def
                |            ├── E32WT_OLD.CON
                |            ├── LICENSE.txt
                |            ├── README.md
                |            └── version_e32wt.txt
                └── Duke Nukem 3D Twentieth Anniversary World Tour.eduke32
```

# Saves

Save location `saves/eduke32/<game>.<save game extension>`

# Emulators

## Eduke32

Standardized features available to all cores of this emulator: `eduke32.videomode`, `eduke32.padtokeyboard`, `eduke32.videomode`, `eduke32.bezel`, `eduke32.bezel_stretch`, `eduke32.hud`, `eduke32.hud_corner`, `eduke32.bezel.tattoo`, `eduke32.bezel.tattoo_corner`, `eduke32.bezel.tattoo_file`, `eduke32.bezel.resize_tattoo`

| **ES setting name `batocera.conf_key`** | **Description ⇒ ES option `key_value`** |
|---|---|
| **Settings that apply to all cores of this emulator** | |
| **SKIP INTRO VIDEOS `eduke32.nologo`** | ⇒ Skip `1`, Show (Default) `0`. |

# Controls

Here are the default Eduke32's controls shown on a Batocera Retropad:

# Troubleshooting

## My game does not launch

- Make sure the `.eduke32` launch file is setup correctly
  - Check the case sensitivity
  - Check the use of FILE, FILE+ and CON
    - FILE and FILE+ must use the path `/roms/eduke32/<gamefolder>/<main file or add-on>`
    - CON also use the path `/roms/eduke32/<gamefolder>/<con file>`
  - `.eduke32` files must not have any empty lines

To start from scratch, delete all the files from `system/configs/eduke32/` and `saves/eduke32/`.

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