Eduke 32

EDuke32 is a 32-bit/64-bit 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.

EDuke32 offers a convenient way to play Duke Nukem 3D and its expansion packs, with numerous features and enhancements not found in the base game. Widely used in the Duke Nukem modding community that it has become a requirement in order to play most mods and total conversions.

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.

ROMs

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

Each game needs a .eduke32 file to tell Eduke32 how to launch the game, the file need to point to the main game file and add-on file (it's case sensitive and can't have empty lines, otherwise files will not be found or game will not start, for CON files add the full path instead of the relative to the main file).

eg.:

/userdata/roms/eduke32/Duke it Out in D.C..eduke32 (make it easy to scrapper)

/userdata/roms/eduke32/duke/DUKE3D.GRP (main game data)

/userdata/roms/eduke32/blood/DUKEDC.GRP (add-on data)

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
```

Note: For Duke Nukem games it is possible to install High-Definition Packs and Music Packs:

http://hrp.duke4.net/download.php Some files have versions for Eduke32 emulator and others for Eduke32 emulator, make sure to download the correct one.

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 It Out in D.C..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

Duke!Zone II.eduke32

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

Duke!Zone II.eduke32

```
 (World Tour)
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.

Select your map from the user map selection: New Game > User Map > Navigate to /userdata/roms/eduke/assault/ and select the desired map to play.



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 Assalt.eduke32
```

Duke Nukem's Penthouse Paradise (expansion)

Duke Nukem's Penthouse Paradise.eduke32

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

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

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

Select your map from the user map selection: New Game > User Map > Navigate to /userdata/roms/eduke/dkxtrm/ and select the desired map to play at DMMAPS or SPMAPS folder.


DUKE NUKEM 3D
ATOMIC
NEW GAME
LOAD GAME
OPTIONS
HELP
CREDITS
QUIT
SELECT AN EPISODE
L.A. MELTDOWN
LUNAR APOCALYPSE
SHRAPNEL CITY
THE BIRTH
USER MAP
SELECT A USER MAP
SELECT A USER MAP
SELECT A USER MAP

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
<\file>

Files from game folder /NAM

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

```
</code>

=== NAMPAL [Walmart version of NAM with different .GPR files] ===

<file - Napalm.eduke32>
FILE = /nampal/NAPALM.GRP
CON  = NAMPAL.CON
<\file>

Files from game folder /NAMPALM

<code>
/userdata/roms/eduke32/nampal/
                |       ├── NAPALM.CON (Renamed from GAME.CON)
                |       ├── NAPALM.GRP
                |       └── NAPALM.RTS
                └── Nampal.eduke32
</code>
=== World War II GI ===

<file - 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
```

How to find out which files are needed to build the .eduke32 file? The Eduke32 for PC has some .CFG

files, that contains what is se add-on file used.

Eduke32 compatible games: https://wiki.eduke32.com/wiki/Installation_Guide_for_Official_Add-ons

Duke Nukem High Definition Pack and Music Packs: https://hrp.duke4.net/download.php

Mods: https://www.moddb.com/engines/eduke32

Features

Eduke32 includes the following features:

- EDuke32 runs natively without relying on emulation of any kind
- EDuke32 runs at crazy resolutions like 3072×2304.
- EDuke32 allows you to choose between two different hardware accelerated OpenGL renderers, or the classic, warped software mode you grew up with
- EDuke32 fixes an insane amount of programming errors which were harmless in the days of DOS but are fatal with modern protected memory models; translation: EDuke32 crashes less
- EDuke32 has been the only actively developed and maintained Duke3D port for years
- EDuke32 features Plagman's incredible “Polymer” renderer as a replacement for Ken Silverman's “Polymost” renderer
- EDuke32 has a huge number of new extensions to the game's scripting system, allowing gameplay mods that rival even modern games.
- EDuke32 runs the HRP with support for all features, most of which require EDuke32; no other port can run the HRP with all features enabled
- EDuke32 adds a full-featured console, including Quake-style key bindings, command aliases, advanced tab completion, comprehensive command history, colored text and more
- EDuke32 has hundreds of code rewrites, optimizations and fixes for rare or annoying bugs in the original code
- EDuke32 adds tons of optional new features that make the player's life easier including modern status display/HUD, support for loading mods from the startup window, and modern, WSAD-based controls with thoroughly reworked mouse aiming
- EDuke32 supports Ogg Vorbis sound and music
- EDuke32 is developed by people who have been in the Duke3D scene since the beginning
- EDuke32 lets you play that game called 'NAM' you saw at the dollar store 10 years ago
- EDuke32 makes sandwiches!

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

Game does not launch:

- Check logs files `es_launch_stderr.log` and `eduke32.log` at `userdata/system/logs`
- Make sure all files are available at roms/eduke32
- Make sure the `.eduke32` launch file is setup correctly
  - Check the case sensitive
  - 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 mustn't have empty lines, so delete the empty lines
- As a last alternative, reset system files: delete files from `/userdata/system/configs/eduke32/*` and `/userdata/saves/eduke32/*`

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