Wolfenstein: Enemy Territory

ET: Legacy is an open-source project that aims to create a fully compatible client and server for the multiplayer FPS game Wolfenstein: Enemy Territory (2003) by Splash Damage and id Software. It is a free-to-play, team-based World War II online shooter where players choose to fight as Axis or Allies across objective-based maps. This system scrapes metadata for the “ports” group(s) and loads the etlegacy set from the currently selected theme, if available. Grouped with the “ports” group of systems.



Quick reference

- **Emulator:** ET: Legacy
- **Folder:** `roms/etlegacy/`
- **Accepted ROM formats:** `.etl`

BIOS

No ET: Legacy emulator in Batocera needs a BIOS file to run.

ROMs

You need the original Wolfenstein: Enemy Territory game data files (`.pk3` files). You can get them from:

- Splash Damage (free download)
- GOG or Steam (purchased copy)

Copy the `.pk3` files from the `etmain` folder of your installation into `/userdata/roms/etlegacy/etmain/`. Then create an empty file with a `.etl` extension in `/userdata/roms/etlegacy/`.

```
/userdata/roms/etlegacy/
```

```
                ├── etmain/
                │    ├── pak0.pk3
                │    ├── pak1.pk3
                │    └── pak2.pk3
                └── Wolfenstein - Enemy Territory.etl
```

Batocera only provides the ET: Legacy **client** with mods. It does **not** include the server to host matches. You need to connect to existing online servers to play.

For the best experience, a mouse and keyboard is recommended. Game controllers can also be configured in-game for your user profile.

Saves

Save location `system/configs/etlegacy/legacy/`

Emulators

ET: Legacy

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

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
Settings that apply to all cores of this emulator	
LANGUAGE `etlegacy.etlegacy_language`	Change the game's language. ⇒ English `en`, French `fr`, German `de`, Spanish `es`, Italian `it`, Dutch `nl`, Polish `pl`, Russian `ru`, Czech `cs`, Danish `da`, Finnish `fi`, Greek `el`, Hungarian `hu`, Japanese `ja`, Korean `ko`, Norwegian `no`, Portuguese `pt`, Romanian `ro`, Slovak `sk`, Slovenian `sl`, Swedish `sv`, Turkish `tr`, Ukrainian `uk`, and more.

The language setting only applies on initial boot. Any previously created profiles will need to have their language changed manually in-game.

Controls

Here are the default ET: Legacy controls. The game is primarily designed for mouse and keyboard.

Key	**Action**
W/A/S/D	Move

Key	Action
Mouse	Look around
Left click	Fire
Right click	Alternate fire
Space	Jump
C	Crouch
Shift	Sprint
R	Reload
F	Activate
L	Open limbo menu
G	Throw grenade
Tab	Show scores
T	Chat
ESC	Menu

Troubleshooting

My game does not launch

- Make sure the `etmain` folder exists in `/userdata/roms/etlegacy/` and contains the required `.pk3` files.
- Verify that the `.etl` launch file exists in `/userdata/roms/etlegacy/`.

My profile does not save

You may have to create a user profile twice for it to save properly. This is a known quirk.

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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