Fallout-CE

> Fallout Community Edition is a fully working re-implementation of Fallout, with the same original gameplay, engine bugfixes, and some quality of life improvements, that works (mostly) hassle-free on multiple platforms.

Quote from https://github.com/alexbatalov/fallout1-ce/blob/main/README.md

This system scrapes metadata for the “fallout” group(s)

Grouped with the “ports” group of systems.



Quick reference

- **Emulator:** FallOut
- **Folder:** `/userdata/roms/fallout1-ce` and `/userdata/roms/fallout2-ce`
- **Accepted ROM formats:** `.f1ce`, `.f2ce`

BIOS

No Fallout(1 or 2)-CE emulator in Batocera needs a BIOS file to run.

Fallout 1: How to install game

Create empty file `Fallout.f1ce` in `/userdata/roms/fallout1-ce` for example with `touch` “`/userdata/roms/fallout1-ce/Fallout.f1ce`”

Configuration

The main configuration file is `fallout.cfg`. There are several important settings you might need to adjust for your installation. Depending on your Fallout distribution main game assets `master.dat`,

`critter.dat`, and `data` folder might be either all lowercased, or all uppercased. You can either update `master_dat`, `critter_dat`, `master_patches` and `critter_patches` settings to match your file names, or rename files to match entries in your `fallout.cfg`.

The `sound` folder (with `music` folder inside) might be located either in `data` folder, or be in the Fallout folder. Update `music_path1` setting to match your hierarchy, usually it's `data/sound/music/` or `sound/music/`. Make sure it match your path exactly (so it might be `SOUND/MUSIC/` if you've installed Fallout from CD). Music files themselves (with `ACM` extension) should be all uppercased, regardless of `sound` and `music` folders.

The second configuration file is `f1_res.ini`. Use it to change game window size and enable/disable fullscreen mode.

```
[MAIN]
SCR_WIDTH=1280
SCR_HEIGHT=720
WINDOWED=1
```

Recommendations:

- **Desktops**: Use any size you see fit.
- **Tablets**: Set these values to logical resolution of your device, for example iPad Pro 11 is 1668×2388 (pixels), but it's logical resolution is 834×1194 (points).
- **Mobile phones**: Set height to 480, calculate width according to your device screen (aspect) ratio, for example Samsung S21 is 20:9 device, so the width should be 480 * 20 / 9 = 1067.

Copy Data

Put following files into `/userdata/roms/fallout1-ce`

Click here to open filetree

```
/userdata/roms/fallout1-ce/
            ├── CRITTER.DAT
            ├── DATA
            │   ├── art
            │   │   ├── intrface
            │   │   │   ├── HR_ALLTLK.FRM
            │   │   │   ├── HR_IFACE_800.FRM
            │   │   │   ├── HR_IFACELFT1.FRM
            │   │   │   ├── HR_IFACELFT2.FRM
            │   │   │   ├── HR_IFACERHT1.FRM
            │   │   │   ├── HR_IFACERHT2.FRM
            │   │   │   ├── HR_IFACE_SELECT.FRM
            │   │   │   ├── HR_MAINMENU.frm
            │   │   │   ├── HR_MENU_BG.FRM
            │   │   │   ├── HR_OPTIONS_BG.FRM
            │   │   │   ├── HR_OPTIONS_DN.FRM
            │   │   │   ├── HR_OPTIONS_UP.FRM
            │   │   │   ├── HR_SCRN_BG.FRM
```

```
│   │   │   └── MAINMENU.FRM
│   │   └── tiles
│   │       └── grid000.FRM
│   ├── MAPS
│   │   ├── BRODEAD.edg
│   │   ├── BROHD12.edg
│   │   ├── BROHD34.edg
│   │   ├── BROHDENT.edg
│   │   ├── CARAVAN.edg
│   │   ├── CAVES.edg
│   │   ├── CHILDEAD.edg
│   │   ├── CHILDRN1.edg
│   │   ├── CHILDRN2.edg
│   │   ├── CITY1.edg
│   │   ├── COAST1.edg
│   │   ├── COAST2.edg
│   │   ├── COLATRUK.edg
│   │   ├── DESCRVN1.edg
│   │   ├── DESCRVN2.edg
│   │   ├── DESCRVN3.edg
│   │   ├── DESCRVN4.edg
│   │   ├── DESERT1.edg
│   │   ├── DESERT2.edg
│   │   ├── DESERT3.edg
│   │   ├── DETHCLAW.edg
│   │   ├── FOOT.edg
│   │   ├── FSAUSER.edg
│   │   ├── GLOW1.edg
│   │   ├── GLOW2.edg
│   │   ├── GLOWENT.edg
│   │   ├── HALLDED.edg
│   │   ├── HOTEL.edg
│   │   ├── HUBDWNTN.edg
│   │   ├── HUBENT.edg
│   │   ├── HUBHEIGT.edg
│   │   ├── HUBMIS1.edg
│   │   ├── HUBOLDTN.edg
│   │   ├── HUBWATER.edg
│   │   ├── JUNKCSNO.edg
│   │   ├── JUNKDEMO.edg
│   │   ├── JUNKENT.edg
│   │   ├── JUNKKILL.edg
│   │   ├── LAADYTUM.edg
│   │   ├── LABLADES.edg
│   │   ├── LAFOLLWR.edg
│   │   ├── LAGUNRUN.edg
│   │   ├── LARIPPER.edg
│   │   ├── MBDEAD.edg
│   │   ├── MBENT.edg
│   │   ├── MBSTRG12.edg
│   │   ├── MBVATS12.edg
```

```
│   │   ├── MNTCRVN1.edg
│   │   ├── MNTCRVN2.edg
│   │   ├── MNTCRVN3.edg
│   │   ├── MNTCRVN4.edg
│   │   ├── MOUNTN1.edg
│   │   ├── MOUNTN2.edg
│   │   ├── MSTRLR12.edg
│   │   ├── MSTRLR34.edg
│   │   ├── RAIDERS.edg
│   │   ├── SHADYE.edg
│   │   ├── SHADYW.edg
│   │   ├── TALKCOW.edg
│   │   ├── TARDIS.edg
│   │   ├── USEDCAR.edg
│   │   ├── V13ENT.edg
│   │   ├── VAULT13.edg
│   │   ├── VAULTBUR.edg
│   │   ├── VAULTENT.edg
│   │   ├── VAULTNEC.edg
│   │   ├── VIPERS.edg
│   │   └── WATRSHD.edg
│   ├── SAVEGAME
│   ├── SCRIPTS
│   │   ├── BITSBOB.INT
│   │   ├── COCDOOR.INT
│   │   ├── GABRIEL.INT
│   │   ├── GIZMO.INT
│   │   ├── glowgen.int
│   │   ├── HALLDED1.INT
│   │   ├── HARRY.INT
│   │   ├── HOTELMAP.INT
│   │   ├── HUBDWNTN.INT
│   │   ├── inblade.int
│   │   ├── JUNKCAS.INT
│   │   ├── JUNKENT.INT
│   │   ├── KILLIAN.INT
│   │   ├── LARIPPER.INT
│   │   ├── LARS.INT
│   │   ├── MASTER1.INT
│   │   ├── MASTER2.INT
│   │   ├── MORPH.INT
│   │   ├── MSTMERCH.INT
│   │   ├── NH2OPUMP.INT
│   │   ├── RAIDMAP.INT
│   │   ├── RAZOR.INT
│   │   ├── RHOMDOOR.INT
│   │   ├── rndmtn.int
│   │   ├── SLAPPY.INT
│   │   ├── TANDI.INT
│   │   └── V13CAVE.INT
│   ├── SOUND
```

```
│   │   └── MUSIC
│   │       ├── 01HUB.ACM
│   │       ├── 02MSTRLR.ACM
│   │       ├── 03WRLDMP.ACM
│   │       ├── 04BRTHRH.ACM
│   │       ├── 05RAIDER.ACM
│   │       ├── 06VAULT.ACM
│   │       ├── 07DESERT.ACM
│   │       ├── 08VATS.ACM
│   │       ├── 09GLOW.ACM
│   │       ├── 10LABONE.ACM
│   │       ├── 11CHILRN.ACM
│   │       ├── 12JUNKTN.ACM
│   │       ├── 13CARVRN.ACM
│   │       ├── 14NECRO.ACM
│   │       ├── 15SHADY.ACM
│   │       ├── 16FOLLOW.ACM
│   │       ├── MAYBE.ACM
│   │       ├── WIND1.ACM
│   │       └── WIND2.ACM
│   └── TEXT
│       └── ENGLISH
│           ├── DIALOG
│           │   └── RAZOR.MSG
│           └── GAME
│               ├── COMBAT.MSG
│               ├── LSGAME.MSG
│               ├── MAP.MSG
│               ├── PROTO.MSG
│               └── ScrnSet.msg
├── fallout1-ce
├── f1_res.ini
├── fallout.cfg
├── Fallout.f1ce
└── MASTER.a
```

Fallout 2: How to install game

Create empty file `Fallout 2.f2ce` in `/userdata/roms/fallout2-ce` for example with `touch` “`/userdata/roms/fallout2-ce/Fallout 2.f2ce`”

Configuration

The main configuration file is `fallout2.cfg`. There are several important settings you might need to adjust for your installation. Depending on your Fallout distribution main game assets `master.dat`, `critter.dat`, and `data` folder might be either all lowercased, or all uppercased. You can either

update `master_dat`, `critter_dat`, `master_patches` and `critter_patches` settings to match your file names, or rename files to match entries in your `fallout2.cfg`.

The `sound` folder (with `music` folder inside) might be located either in `data` folder, or be in the Fallout folder. Update `music_path1` setting to match your hierarchy, usually it's `data/sound/music/` or `sound/music/`. Make sure it match your path exactly (so it might be `SOUND/MUSIC/` if you've installed Fallout from CD). Music files themselves (with `ACM` extension) should be all uppercased, regardless of `sound` and `music` folders.

The second configuration file is `f2_res.ini`. Use it to change game window size and enable/disable fullscreen mode.

```
[MAIN]
SCR_WIDTH=1280
SCR_HEIGHT=720
WINDOWED=1
```

Recommendations:

- **Desktops**: Use any size you see fit.
- **Tablets**: Set these values to logical resolution of your device, for example iPad Pro 11 is 1668×2388 (pixels), but it's logical resolution is 834×1194 (points).
- **Mobile phones**: Set height to 480, calculate width according to your device screen (aspect) ratio, for example Samsung S21 is 20:9 device, so the width should be 480 * 20 / 9 = 1067.

The third configuration file is `ddraw.ini` (part of Sfall). There are dozens of options that adjust or override engine behaviour and gameplay mechanics. This file is intended for modders and advanced users. Currently only a small subset of these settings are actually implemented.

Copy Data

Put following files into `/userdata/roms/fallout2-ce`

Click here to open filetree

```
/userdata/roms/fallout2-ce/
            ├── critter.dat
            ├── data
            │   ├── art
            │   │   └── tiles
            │   │       └── grid000.FRM
            │   ├── critter.dat
            │   ├── maps
            │   ├── proto
            │   │   ├── critters
            │   │   └── items
            │   └── worldmap.dat
            ├── f2_res.ini
            ├── fallout2-ce
            ├── fallout2.cfg
```

```
            ├── Fallout 2.f2ce
            ├── master.dat
            └── sound
                └── music
                    ├── 01hub.acm
                    ├── 03wrldmp.acm
                    ├── 05raider.acm
                    ├── 07desert.acm
                    ├── 08vats.acm
                    ├── 10labone.acm
                    ├── 12junktn.acm
                    ├── 13carvrn.acm
                    ├── 14necro.acm
                    ├── 16follow.acm
                    ├── 17arroyo.acm
                    ├── 18modoc.acm
                    ├── 19reno.acm
                    ├── 20car.acm
                    ├── 21sf.acm
                    ├── 22vcity.acm
                    ├── 23world.acm
                    ├── 24redd.acm
                    ├── akiss.acm
                    ├── wind1.acm
                    └── wind2.acm
```

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Last update: **2025/02/06 10:45**