

Ion Fury

Ion Fury is built on EDuke32, a fork of the Build engine which supports modern operating systems while also implementing a broader range of features. The source code of Ion Fury is part of the EDuke32 source port.

Ion Fury (Formerly known as “Ion Maiden”, but name had to be changed due to trademark issues.) is a 2019 cyberpunk first-person shooter video game developed by Voidpoint and published by 3D Realms. It is a prequel to the 2016 video game Bombshell. Ion Fury runs on a modified version of Ken Silverman's **Build engine** and is the first original commercial game to utilize the engine in 20 years, the previous being World War II GI.

In Ion Fury, the player assumes the role of Shelly “Bombshell” Harrison, a bomb disposal expert aligned to the Global Defense Force. Dr. Jadus Heskel, a transhumanist cult leader, unleashes an army of cybernetically-enhanced soldiers on the futuristic dystopian city of Neo D.C., which Shelly is tasked with fighting through.

An expansion to the game was announced in 2020, titled Ion Fury: Aftershock, and been delayed until 2022. In September 16, 2022, 3D Realms announced the sequel titled Phantom Fury, to be released in 2023

“Laputan Machine.” - Shelly Harrison from Ion Fury.

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

Grouped with the “ports” group of systems.





Quick reference

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

BIOS

No Ion Fury emulator in Batocera needs a BIOS file to run.

ROMs

Place your Ion Fury ROMs in `/userdata/roms/fury/`.

It needs three files to launch the game. Navigate to Ion Fury's directory and copy `fury.def`, `fury.grp` and `fury.grpinfo`.

`fury.grp` contains all the info about the game, such as maps, sounds etc. `fury.grpinfo` tells engine what grp it is, and `fury.def` contains needed palette information.

Ion Fury

Files from game folder /Ion Fury

```
/userdata/roms/fury/
                |── FURY.GRP
                |── FURY.GRPINFO
                └── FURY.DEF
```

Launch the game selecting the FURY.GRP

Features

Ion Fury includes the following features:

- modern resolutions
- full mouselook support
- compatibility and stability fixes (including those relating to memory management)
- multiple new renderers
- a fully functional console
- enhanced scripting support
- and Ogg Vorbis support.

Saves

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

Emulators

Eduke32

Standardized features available to all cores of this emulator: `fury.videomode`, `fury.padtokeyboard`, `fury.videomode`, `fury.bezel`, `fury.bezel_stretch`, `fury.hud`, `fury.hud_corner`, `fury.bezel.tattoo`, `fury.bezel.tattoo_corner`, `fury.bezel.tattoo_file`, `fury.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 `fury.nologo`	⇒ Skip 1, Show (Default) `0`.

Controls

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

Troubleshooting

Game does not launch:

- Check logs files `es_launch_stderr.log` and `fury.log` at `userdata/system/logs`
- Make sure all files are available at `roms/fury`
  - `fury.grp`, `fury.grpingo` and `fury.def`
- As a last alternative, reset system files: delete files from `/userdata/system/configs/fury/*` and `/userdata/saves/fury/*`

From:
https://wiki.batocera.org/ - **Batocera.linux - Wiki**

Permanent link:
https://wiki.batocera.org/systems:fury

Last update: **2022/10/07 07:31**