Jedi Knight: Dark Forces II

OpenJKDF2 is an open-source reimplementation of the Jedi Engine used by Star Wars Jedi Knight: Dark Forces II (1997) and its expansion Mysteries of the Sith (1998) by LucasArts. It adds modern features like higher resolutions, widescreen support, bloom, SSAO, HD rendering and extensive gamepad mapping while preserving the original gameplay. This system scrapes metadata for the “ports” group(s) and loads the jkdf2 set from the currently selected theme, if available. Grouped with the “ports” group of systems.

Quick reference

- **Emulator:** OpenJKDF2
- **Folder:** `roms/jkdf2/`
- **Accepted ROM formats:** `.jedi`

BIOS

No OpenJKDF2 emulator in Batocera needs a BIOS file to run.

ROMs

You need the original game files from Star Wars Jedi Knight: Dark Forces II or Mysteries of the Sith. Create a directory for each game and place the game files inside. Then create a blank launch file with a `.jedi` extension in the game directory.

Directory structure

```
/userdata/roms/jkdf2/
               ├── Jedi Knight - Dark Forces 2/
               |    ├── Episode/
               |    ├── Resource/
               |    ├── player/
               |    ├── (other game files)
               |    └── Jedi Knight - Dark Forces 2.jedi
               └── Mysteries of the Sith/
                    ├── Resource/
                    ├── (other game files)
                    └── Mysteries of the Sith.jedi
```

Do not enable the joystick option in OpenJKDF2 as the controls aren't ideal. Do not adjust the keyboard keys if planning on using the controller mapping.

Saves

Save location inside the game directory under `player/Batocera/`

Emulators

OpenJKDF2

Standardized features available: `jkdf2.videomode`, `jkdf2.padtokeyboard`, `jkdf2.bezel`, `jkdf2.bezel_stretch`, `jkdf2.hud`, `jkdf2.hud_corner`, `jkdf2.bezel.tattoo`, `jkdf2.bezel.tattoo_corner`, `jkdf2.bezel.tattoo_file`, `jkdf2.bezel.resize_tattoo`

General settings

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
DIFFICULTY `jkdf2.jkdf2_difficulty`	Choose difficulty for the game. ⇒ Easy `0`, Medium `1`, Hard `2`.
CUTSCENES `jkdf2.jkdf2_scenes`	⇒ Disabled `0`, Enabled `1`.
CUTSCENE SUBTITLES `jkdf2.jkdf2_subs`	Enable full subtitles on cutscenes. ⇒ Disabled `0`, Enabled `1`.
MAP ROTATION `jkdf2.jkdf2_map_rotate`	Enable rotation on overlay map. ⇒ Disabled `0`, Enabled `1`.
MISSION START `jkdf2.jkdf2_start`	Disable mission start confirmation. ⇒ Disabled `false`, Enabled `true`.

Gameplay settings

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
AUTO AIMING `jkdf2.jkdf2_aiming`	⇒ Disabled `0`, Enabled `1`.
AIMING CROSSHAIR `jkdf2.jkdf2_crosshair`	⇒ Disabled `0`, Enabled `1`.
LIGHTSABER CAMERA `jkdf2.jkdf2_saber_camera`	Enable lightsaber auto-camera. ⇒ Disabled `0`, Enabled `1`.
LIGHTSABER CROSSHAIR `jkdf2.jkdf2_saber_cross`	⇒ Disabled `false`, Enabled `true`.
FIST CROSSHAIR `jkdf2.jkdf2_fist_cross`	⇒ Disabled `false`, Enabled `true`.
WEAPON WAGGLE `jkdf2.jkdf2_waggle`	⇒ Disabled `0`, Enabled `1`.
CROSSHAIR SIZE `jkdf2.jkdf2_cross_size`	Slider from 0.0 to 2.00 (step 0.20).
CROSSHAIR LINE THICKNESS `jkdf2.jkdf2_cross_line`	Slider from 1.00 to 3.00 (step 0.20).

Display settings

ES setting name `batocera.conf_key`	Description ⇒ ES option `key_value`
FIELD OF VIEW `jkdf2.jkdf2_fov`	Slider from 40 to 170 (step 5).
FOV VERTICAL `jkdf2.jkdf2_fov_vert`	Field of view is vertical (Hor+). ⇒ Disabled `0`, Enabled `1`.
ASPECT `jkdf2.jkdf2_aspect`	Use 1:1 aspect. ⇒ Disabled `false`, Enabled `true`.
FPS LIMIT `jkdf2.jkdf2_fps`	Slider from 0 to 360 (step 10).
VSYNC `jkdf2.jkdf2_vsync`	⇒ Disabled `false`, Enabled `true`.
HIDPI `jkdf2.jkdf2_hidpi`	⇒ Disabled `false`, Enabled `true`.
TEXTURE FILTERING `jkdf2.jkdf2_texture`	⇒ Disabled `false`, Enabled `true`.
BLOOM `jkdf2.jkdf2_bloom`	⇒ Disabled `false`, Enabled `true`.
SSAO `jkdf2.jkdf2_ssao`	Screen Space Ambient Occlusion for better lighting. ⇒ Disabled `false`, Enabled `true`.
GAMMA `jkdf2.jkdf2_gamma`	Slider from 0.40 to 3.00 (step 0.20).
HUD SCALE `jkdf2.jkdf2_hud_scale`	Slider from 0.40 to 3.00 (step 0.20).
SSAA MULTIPLIER `jkdf2.jkdf2_ssaa_multiple`	Smooth out jagged edges. ⇒ 1x (Default) `1.0`, 2x `2.0`, 4x `4.0`.
KEEP CORPSES `jkdf2.jkdf2_corpses`	⇒ Disabled `false`, Enabled `true`.

Controls

Here are the default OpenJKDF2 controls shown on a Batocera Retropad:

Gamepad button	Action
Left analog stick	Move forward/backward
Right analog stick	Look / Turn / Pitch
L1	Strafe left
R1	Strafe right
A (South)	Use Inventory Item
B (East)	Jump
X (West)	Use
Y (North)	Fast / Previous weapon
D-pad Down	Duck
D-pad Left	Previous weapon
D-pad Right	Next weapon
L2	Fire 2
R2	Fire 1
L3	Zoom out
R3	Zoom in

Gamepad button	Action
START	Map
SELECT	Menu / Exit
HOTKEY + D-pad Left	Previous Inventory Item
HOTKEY + D-pad Right	Next Inventory Item
HOTKEY + D-pad Up	Next Force Power
HOTKEY + D-pad Down	Previous Force Power
HOTKEY + B	Use Force Power
HOTKEY + A	Field Light

Troubleshooting

My game does not launch

- Make sure the game data files are in a subdirectory under `/userdata/roms/jkdf2/`.
- The `.jedi` launch file must be inside the game directory.

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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

Permanent link:
https://wiki.batocera.org/systems:jkdf2

Last update: **2026/03/27 19:25**