Star Wars: Jedi Academy

OpenJK is an open-source engine for Star Wars Jedi Knight: Jedi Academy (2003) and Star Wars Jedi Knight II: Jedi Outcast (2002) by Raven Software / LucasArts. It modernizes the id Tech 3 based engine with higher resolutions, widescreen support, improved graphics options and gamepad controls. This system scrapes metadata for the “ports” group(s) and loads the jknight set from the currently selected theme, if available. Grouped with the “ports” group of systems.

Quick reference

- **Emulator:** OpenJK
- **Folder:** `roms/jknight/`
- **Accepted ROM formats:** `.jedi`

BIOS

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

ROMs

You need the original game files from Jedi Academy or Jedi Outcast. Purchase from Steam or GOG.com. Create a directory for each game, copy the `base` folder containing the `.pk3` files from your game installation into it, then create a blank launch file with a `.jedi` extension.

Directory structure

```
/userdata/roms/jknight/
               ├── Star Wars Jedi Knight - Jedi Academy/
               |    ├── base/
               |    |    ├── assets0.pk3
               |    |    ├── assets1.pk3
               |    |    └── (other pk3 files)
               |    └── Star Wars Jedi Knight - Jedi Academy.jedi
               └── Star Wars Jedi Knight II - Jedi Outcast/
                    ├── base/
                    |    └── (pk3 files)
                    └── Star Wars Jedi Knight II - Jedi Outcast.jedi
```

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

These games are ideally designed for mouse and keyboard. A gamepad controller mapping is

provided for controller use.

Saves

Save location inside the game directory.

Emulators

OpenJK

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

Video settings

ES setting name batocera.conf_key	**Description ⇒ ES option key_value**
COLOUR DEPTH jknight.openjk_colour	⇒ Default None, 16-bit 16, 32-bit 32.
GEOMETRIC DETAIL jknight.openjk_detail	⇒ Low Low, Medium Medium, High High.
TEXTURE DETAIL jknight.openjk_texture	⇒ Low 3, Medium 2, High 1, Very High 0.
TEXTURE QUALITY jknight.openjk_texture_quality	⇒ Default 0, 16-bit 16, 32-bit 32.
TEXTURE FILTER jknight.openjk_texture_filter	⇒ Bilinear GL_LINEAR_MIPMAP_NEAREST, Trilinear GL_LINEAR_MIPMAP_LINEAR.
DETAILED SHADERS jknight.openjk_shaders	⇒ Off 0, On 1.
VSYNC jknight.openjk_vsync	⇒ Off 0, On 1.
BRIGHTNESS jknight.openjk_brightness	Slider from 0.50 to 3.00 (step 0.10).
SHADOWS jknight.openjk_shadows	⇒ None 0, Simple 1, Volumetric 2.
DYNAMIC LIGHTS jknight.openjk_lights	⇒ Off 0, On 1.
DYNAMIC GLOW jknight.openjk_glow	⇒ Off 0, On 1.
LIGHT FLARES jknight.openjk_flares	⇒ Off 0, On 1.
WALL MARKS jknight.openjk_wall	⇒ Off 0, On 1.
ANISTROPIC FILTER jknight.openjk_anistropic	Slider from 0.00 to 16.00 (step 0.50).

Other settings

ES setting name batocera.conf_key	Description ⇒ ES option key_value
DRAW CROSSHAIR jknight.openjk_crosshair	⇒ Off 0, On 1.
IDENTIFY TARGET jknight.openjk_target	⇒ Off 0, On 1.
SLOW MOTION DEATH jknight.openjk_death	⇒ Never 0, Player 1, Player Last Enemy Jedi 2, Player Any Enemy Jedi 3, Player Last Enemy in Group 4, Player Any Enemy 5, All + Enemy Jedi Dodge 6.
1ST PERSON GUNS jknight.openjk_guns	⇒ Off 0, On 1.
MODEL DISMEMBERMENT jknight.openjk_dismember	⇒ Off 0, On 1.
VIEW SWAYING jknight.openjk_sway	⇒ Off 0, On 1.
TEXT jknight.openjk_text	⇒ English english, French french, German deutsch, Spanish spanish.
VOICE jknight.openjk_voice	⇒ English english, French french, German deutsch, Spanish spanish.
SUBTITLES jknight.openjk_subtitles	⇒ None 0, In Cinematics 2, All voiceovers 1.

Controls

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

Gamepad button	Action
Left analog stick	Move forward / Backpedal
Right analog stick	Look / Turn / Pitch
L1	Step left
R1	Step right
A (South)	Use Force Power
B (East)	Jump
X (West)	Use
Y (North)	Run/Walk
D-pad Up	Next Force Power
D-pad Down	Crouch / Previous Force Power
D-pad Left	Previous Inventory Item
D-pad Right	Next Inventory Item
L2	Alt. Attack
R2	Attack
L3	3rd Person toggle

Gamepad button	Action
START	Map
SELECT	Menu / Exit

Troubleshooting

My game does not launch

- Make sure the `base/` folder with `.pk3` files is inside the game directory.
- The `.jedi` launch file must be inside the game directory.
- Batocera will copy the appropriate files to launch the game.

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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