

# Half-Life 1

Batocera uses Xash3D FWGS, an open-source reimplementaion of the GoldSrc (Half-Life 1) engine. It allows you to play Half-Life (1998) by Valve and several of its expansions and mods on modern hardware with gamepad support. This system scrapes metadata for the "ports" group(s) and loads the halflife set from the currently selected theme, if available. Grouped with the "ports" group of systems.

## Quick reference

- **Emulator:** Xash3D FWGS
- **Folder:** roms/halflife/
- **Accepted ROM formats:** .game

## BIOS

No Half-Life emulator in Batocera needs a BIOS file to run.

## ROMs

You need the original game data files from your Steam installation of Half-Life. Copy the game data folder from Steam/steamapps/common/Half-Life/<game folder>/ to /userdata/roms/halflife/<game folder>/, then create an empty .game file in that directory.

## Supported games

Game	Game folder	Launch file
Half-Life	valve/	valve.game
Half-Life: Opposing Force	gearbox/	gearbox.game
Half-Life: Blue Shift	bshift/	bshift.game
Deathmatch Classic	dmc/	dmc.game

Additional mods may also work. See the [supported mods list](#) for more details.

## Directory structure

```
/userdata/roms/halflife/  
├── valve/
```

```

|
|   ├── cl_dlls/
|   ├── dlls/
|   ├── maps/
|   ├── models/
|   ├── sound/
|   ├── sprites/
|   ├── liblist.gam
|   ├── pak0.pak
|   └── valve.game
└── gearbox/
    ├── (game data files)
    └── gearbox.game
└── bshift/
    ├── (game data files)
    └── bshift.game

```



The valve/ folder (base Half-Life) is always required, even when playing expansions like Opposing Force or Blue Shift, as they depend on the base game assets.

## Saves

Save location saves/xash3d\_fwgs/<game>/

## Emulators

### Xash3D FWGS

Standardized features available to all cores of this emulator: halflife.videomode

## Controls

Here are the default Half-Life controls shown on a [Batocera Retropad](#):

Gamepad button	Action
Left analog stick	Move / Strafe
Right analog stick	Look around
L3 (Left stick press)	Walk (instead of run)
R3 (Right stick press)	Crouch
D-pad Up	Spray
D-pad Down	Quick swap weapon
D-pad Left	Previous weapon

Gamepad button	Action
D-pad Right	Next weapon
 A (South)	Use
 B (East)	Jump
 X (West)	Flashlight
 Y (North)	Reload
L1	Duck
 L2	Walk
R1	Fire
 R2	Alt-fire
START	Pause
SELECT + B	Menu
SELECT + X	Quick Save
SELECT + Y	Quick Load
SELECT + L1	Screenshot
SELECT + START	Quit



The button labels (A, B, X, Y) refer to physical positions on an Xbox controller. They are reversed on a Nintendo-style controller.

## Troubleshooting

### My game does not launch

- Make sure you copied the complete game data folder from your Steam installation.
- The `valve/` base game folder must always be present, even for expansions.
- The `.game` launch file name must match the game folder name exactly (e.g. `valve.game` for the `valve/` folder).

### Custom configuration

You can create a custom `.cfg` file in `system/configs/xash3d_fwgs/<game>/` for per-game custom settings. This file is automatically executed on launch.

### Further troubleshooting

For further troubleshooting, refer to the [generic support pages](#).

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