Medal of Honor: Allied Assault

OpenMOHAA is an open-source reimplementation of the Medal of Honor: Allied Assault engine by EA Games / 2015 Inc. (2002). It is a cinematic World War II first-person shooter where you play as Lt. Mike Powell of the OSS, participating in key battles from the Normandy landings to Berlin. Batocera supports the base game and both expansion packs: Spearhead and Breakthrough. This system scrapes metadata for the “ports” group(s) and loads the mohaa set from the currently selected theme, if available. Grouped with the “ports” group of systems.

Quick reference

- **Emulator:** OpenMOHAA
- **Folder:** `roms/mohaa/`
- **Accepted ROM formats:** `.mohaa`

BIOS

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

ROMs

You need the original Medal of Honor: Allied Assault game data files. We recommend getting the **Medal of Honor: Allied Assault War Chest** from GOG.com, which includes the base game and both expansion packs. Copy the game contents into `/userdata/roms/mohaa/`. Then create an empty file with a `.mohaa` extension in the same directory.

Directory structure

```
/userdata/roms/mohaa/
               ├── main/
               │    ├── pak0.pk3
               │    ├── pak1.pk3
               │    ├── pak2.pk3
               │    ├── pak3.pk3
               │    ├── pak4.pk3
               │    └── pak5.pk3
               ├── mainta/
               │    └── (Spearhead pk3 files)
               ├── maintt/
               │    └── (Breakthrough pk3 files)
               ├── Medal of Honor - Allied Assault.mohaa
               ├── Medal of Honor - Allied Assault - Spearhead.mohaa
```

```
└── Medal of Honor - Allied Assault - Breakthrough.mohaa
```

Game version detection

The game version is auto-detected based on keywords in the launch file name:

Launch file keyword	Game version	Data directory
(default)	Allied Assault	`main/`
“spear”	Spearhead	`mainta/`
“break”	Breakthrough	`maintt/`

Name your launch files accordingly, e.g. `Medal of Honor - Allied Assault - Spearhead.mohaa` must contain “spear” for Spearhead to be detected.

These games are ideally designed to be played with a mouse and keyboard. A gamepad controller mapping is however provided for controller use.

Saves

Save location `system/configs/openmohaa/`

Emulators

OpenMOHAA

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

Video settings

ES setting name `batocera.conf_key`	Description ⇒ ES option `key_value`
COLOUR DEPTH `mohaa.mohaa_colour`	Choose the emulated colour depth. ⇒ Default `0`, 16-bit 16, 32-bit 32.
TEXTURE DETAIL `mohaa.mohaa_texture`	Choose the level of texture detail. ⇒ Low 2, Medium 1, High `0`.
TEXTURE COLOUR DEPTH `mohaa.mohaa_texture_colour`	Choose the texture colour depth. ⇒ Default `0`, 16-bit 16, 32-bit 32.
TEXTURE FILTER `mohaa.mohaa_texture_filter`	Choose the texture filter type. ⇒ Bilinear `GL_LINEAR_MIPMAP_NEAREST`, Trilinear `gl_linear_mipmap_linear`.
WALL DECALS `mohaa.mohaa_decals`	⇒ Off `0`, On 1.

ES setting name `batocera.conf_key`	Description ⇒ ES option `key_value`
WEATHER EFFECTS `mohaa.mohaa_weather`	⇒ Off `0`, On 1.
BRIGHTNESS `mohaa.mohaa_brightness`	Change the game's brightness. ⇒ Slider from 0.50 to 3.00 (step 0.10).
TEXTURE COMPRESSION `mohaa.mohaa_compression`	Increases texture quality. ⇒ Off `0`, On 1.

Advanced options

ES setting name `batocera.conf_key`	Description ⇒ ES option `key_value`
VIEW MODEL `mohaa.mohaa_view`	Choose the character view type. ⇒ None `0`, Gun Only 1, Full 2.
SHADOWS `mohaa.mohaa_shadows`	Choose the amount of shadow detail. ⇒ None `0`, Simple 1, Complex 2.
TERRAIN DETAIL `mohaa.mohaa_terrain`	Choose the level of terrain detail. ⇒ Low `0`, Medium 1, High Detail 2, Max Detail 3.
MODEL DETAIL `mohaa.mohaa_model`	Choose the level of model detail. ⇒ Lowest `0`, Low 1, Medium 2, High 3, Higher 4, Highest 5.
EFFECTS DETAIL `mohaa.mohaa_effects`	Choose the level of effects detail. ⇒ Minimum `0`, Lower 1, Low 2, Medium 3, High 4, Higher 5, Max 6.
CURVE DETAIL `mohaa.mohaa_curve`	Choose the level of curve detail. ⇒ Lowest `0`, Low 1, Medium 2, High 3.
SUBTITLES `mohaa.mohaa_subtitles`	⇒ Off `0`, On 1.
REAL DYNAMIC LIGHTING `mohaa.mohaa_dynamic_lighting`	⇒ Off 1, On `0`.
FULL ENTITY LIGHTING `mohaa.mohaa_entity_lighting`	⇒ Off 1, On `0`.
VOLUMETRIC SMOKE `mohaa.mohaa_smoke`	⇒ Off `0`, On 1.
WEAPONS BAR `mohaa.mohaa_weapons`	⇒ Off `0`, On 1.
CROSSHAIR `mohaa.mohaa_crosshair`	⇒ Off `0`, On 1.

Controls

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

Gamepad button	Action
Left analog stick	Move / Strafe
Right analog stick	Look (mouse)

Gamepad button	Action
D-pad Up	Sprint
D-pad Down	Crouch
D-pad Left	Previous weapon
D-pad Right	Next weapon
A (South)	Jump
B (East)	Use
X (West)	Drop weapon
Y (North)	Reload
L1	Lean left
R1	Lean right
L2	Secondary attack
R2	Primary attack
L3	Objective
R3	Toggle item
SELECT	Menu

Troubleshooting

My game does not launch

- Make sure the `main/` folder exists and contains the `.pk3` files from your game installation.
- For expansion packs, verify that `mainta/` (Spearhead) or `maintt/` (Breakthrough) folders are present.
- Make sure the launch file name contains the correct keyword (“spear” for Spearhead, “break” for Breakthrough).

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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