Tomb Raider (OpenLara)

This game engine recreation seeks to allow you to play the original **Tomb Raider** engine games, from 1 all the way up to 5. **Tomb Raider 1** is officially supported and fully playable unlike episodes 2 and 3 (but you can still play them by launching manually maps). More info on Libretro.

OpenLara requires Batocera version 38 or a version available from the beta channel.

Installation

Get Tomb Raider Original files

To get **OpenLara** to work, you'll need to retrieve a few files from the official version of Tomb Raider. You can use the PC versions, [GOG], [STEAM], PSX or SATURN.

The PSX version is clearly recommended because it has better video quality (less compressed than the PC DOS version) and more audio tracks. You can use the tool jpsxdec to dump the files.

Files required

You will need the files located in the **DATA** folders (levels and loading screen), **FMV** (videos), and the **AUDIO** tracks. If you choose the GOG or Steam version, follow the method **Rip from GOG or Steam version** to retrieve the necessary files.

Rip from GOG or Steam version

Retrieve files from Tomb Raider 1 image (Steam/GOG version)

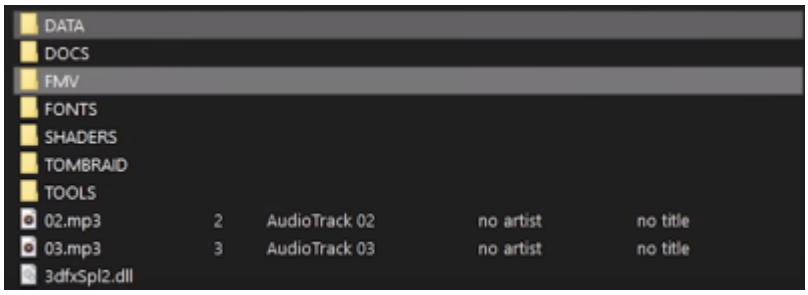
When you get Tomb Raider from **GOG** or **STEAM**, you will see the following files inside the folder: `GAME.GOG`, `GAME.DAT`, `dosbox.exe` and the dosbox configuration file. The file **game.dat** is actually the **iso** of the game that contains the necessary files, for that we will use a command under DOSBOX to mount the image and copy the necessary files.

Open the `dosbox.conf` file with a text editor. Scroll down to the **[autoexec]** block, then add the following lines that will be executed at the start of the game under Steam/GOG.

```
mount C .
        imgmount d ".\game.dat" -t iso -fs iso
```

```
xcopy D:\DATA\ C:\DATA\
xcopy D:\FMV\ C:\FMV\
```

This will mount the image and copy the **FMV** and **DATA** folders to the root of the game.



You just need to retrieve the necessary files from these folders and paste them into the **OpenLara** structure.

Converting MP3 files to .ogg files

You need to convert the audio files in the main **TombRaider** folder to the `.ogg` format. You can do this with the following small **FFmpeg** script.

```
for f in ./*.mp3; do ffmpeg -i "$f" -c:a libvorbis -q:a 4 "${f/%mp3/ogg}";
done
```

Note that you can use the audio files from the console version with the data files of the PC version.

Organize your files

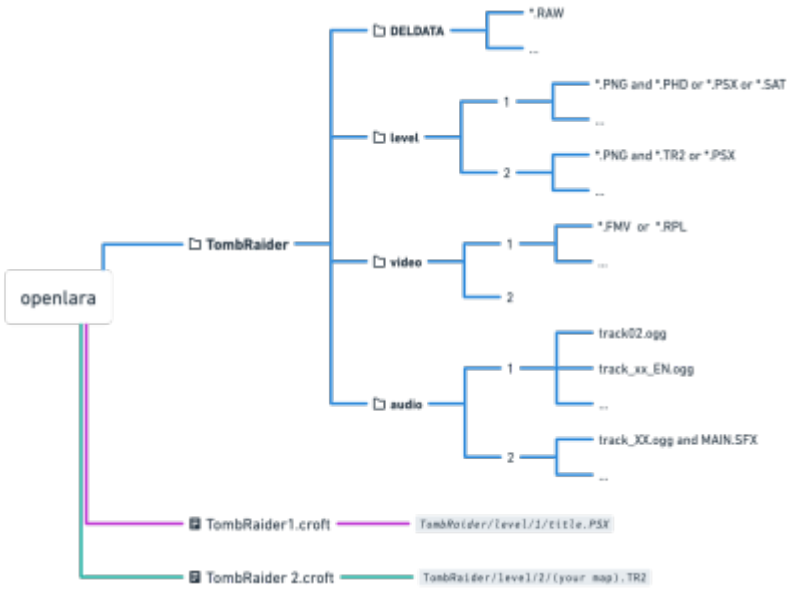
In `/userdata/roms/openlara/` we will prepare the folder structure:

Start by creating a folder of your choice to hold the file structure (example **TombRaider**).

In each sub-folder we will create folders **1** for **TombRaider 1** files and **2** for **TombRaider 2** files, etc...

Folder content

- The **level** folder must contain **.PHD** and **.PNG** files from the **DATA** folder of the PC version (or only **.PSX** or **.SAT** files if it's a console dump).
- The **video** folder must contain the **.RPL** files (if PC version) or **.FMV** files (if console version).
- The **audio** folder must contain the **.ogg** files (note that to have Lara's tutorial explanations in English, you need the **track_xx_EN.ogg** tracks).
- To have the background of the game title screen, it is necessary to retrieve the RAW files from the console version and paste them into a **DELDATA** folder at the same level as the level/video/audio folders.



Prepare the game from EmulationStation

EmulationStation supports the **.croft** extension, which serves as a launcher for the level. Start by creating a text file `TombRaider1.croft` and edit it to add the path of the level to launch:

```
TombRaider/level/1/GYM.PSX
```

In this example, the “GYM” level will be launched first. You can then press the **Select** button to display the menu and return to the TombRaider title screen.

FPS mode

With OpenLara, you can experience Tomb Raider like you've never played before. You can try it through the eyes of Lara Croft with the primary person camera, for this you can switch to this mode by pressing L1 + A and exit this mode with the same combination. FPS also available in 2-Player Mode.

2-Player Mode

You can include your friend with whom you want to pass TR levels together. Press Start from Second Controller in order to go 2-Payer Mode.

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

Permanent link:
https://wiki.batocera.org/systems:openlara?rev=1694519309

Last update: **2023/09/12 11:48**