

PrBoom

Batocera is shipped with the SHAREWARE version of Doom. So you can play Episode 1 of this insane 3rd person shooter from 1993.

This system scrapes metadata about the current group(s) and loads the prboom set from the currently selected theme, if available.

Grouped with the "ports" group of systems.



Quick reference

- **Emulator:** RetroArch
- **Core:** libretro: prboom
- **Folder:** /userdata/roms/prboom
- **Accepted ROM formats:** .wad, .iwad, .pwad

BIOS

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

Game files

Batocera comes with the shareware version of Doom. It relies on this to run any [other WADs](#) at all. This “base” WAD can be replaced with a commercial copy of the game’s WAD.

When adding .wad files, make sure you put the filenames in lowercase. Uppercase .WAD won’t work.

Emulators

RetroArch

[RetroArch](#) (formerly SSNES), is a ubiquitous frontend that can run multiple “cores”, which are essentially the emulators themselves. The most common cores use the [libretro](#) API, so that’s why cores run in RetroArch in Batocera are referred to as “libretro: (core name)”. RetroArch aims to unify the feature set of all libretro cores and offer a universal, familiar interface independent of platform.

RetroArch configuration

RetroArch offers a **Quick Menu** accessed by pressing [HOTKEY] +  which can be used to alter various things like [RetroArch and core options](#), and [controller mapping](#). Most RetroArch related settings can be altered from Batocera's EmulationStation.

Standardized features available to all libretro cores: prboom.videomode, prboom.ratio, prboom.smooth, prboom.shaders, prboom.pixel_perfect, prboom.decoration, prboom.game_translation

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all cores of this emulator	
GRAPHICS BACKEND prboom.gfxbackend	Choose your graphics rendering ⇒ OpenGL opengl, Vulkan vulkan.
AUDIO LATENCY prboom.audio_latency	Audio latency in milliseconds, turn it up if you hear crackles ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
THREADED VIDEO prboom.video_threaded	Improves performance at the cost of latency and more video stuttering. Use only if full speed cannot be obtained otherwise. ⇒ On true, Off false.

libretro: PrBoom

libretro: PrBoom configuration

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all systems this core supports	
VIDEO RESOLUTION global.prboom-resolution	Smooth out jagged edges on 3D object polygons ⇒ 320×200 320×200, 640×400 640×400, 960×600 960×600, 1280×800 1280×800, 1600×1000 1600×1000, 1920×1200 1920×1200, 2240×1400 2240×1400, 2560×1600 2560×1600.
CONTROLLER TYPE global.prboom_controller1	Select controller type ⇒ Gamepad Classic 1, Gamepad Modern 773, Keyboard + Mouse 3.

Additional configuration /userdata/saves/prboom/[DOOM-EPISODE]/prboom.cfg.

Wiggle Fix

On some ARM platforms, floor and ceilings got some disruptive graphics output. Disabling it



completely gets rid of the effect. This screenshot illustrates the problematic effect! This is due to some fix for texture “vibrations” (not exactly the same issue as the wiggle but triggered with the same option) the fix was backported from prboom-plus but it seems it’s causing trouble in some platforms.

So how to fix? Start PRBOOM → Options → General → 3rd page Whiggle fix → No

Another method? Yes, navigate to /userdata/saves/prboom/[DOOM-EPISODE]/prboom.cfg and search Video Section for *r_wiggle_fix* and disable it.

```
## Video settings
#screenblocks          0
#usegamma              0
#uncapped_framerate   3
#filter_wall            1
#filter_floor           1
#filter_sprite          1
#filter_z               1
#filter_patch           1
#filter_threshold       49152
#sprite_edges           0
#patch_edges             0
#render_stretchsky      1
r_wiggle_fix            0
```

Add Additional WADs (PWADs)

General: IWAD = Internal Where's All the Data and PWAD = Patch Where's All the Data.

So in general IWADs are standalone files and can be started by themselves. They MUST NOT be renamed.

Known IWADs so far:

GAME NAME	WAD NAME	md5
Doom v1.9	doom.wad	cd63c5ddff1bf8ce844237f580e9cf3
Doom - TNT Evolution v1.9	tnt.wad	4e158d9953c79ccf97bd0663244cc6b6
Doom 2 Hell on Earth v1.9	doom2.wad	25e1459ca71d321525f84628f45ca8cd
Doom 2 - Plutonia Experiment	plutonia.wad	75c8cf89566741fa9d22447604053bd7
Ultimate Doom	doomu.wad	c4fe9fd920207691a9f493668e0a2083
FreeDoom Part1 (Doom Ultimate free plot)	freedoom1.wad	91DE79621A393A08C39A9AB2C034B766
FreeDoom Part2 (Doom2 free plot)	freedoom2.wad	DD9C9E73F5F50D3778C85573CD08D9A4

PWADs can be renamed. Some example of known PWADs:

GAME NAME	(P)WAD NAME	IWAD ASSOCIATED	MD5
Doom 1 Episode 5 - SIGIL free on https://romero.com/	SIGIL_v1_21.WAD	doom1.wad	743d6323cb2b9be24c258ff0fc350883
Doom 2 - No Rest for the Living	nerve.wad	doom2.wad	967D5AE23DAF45196212AE1B605DA3B0
Goldeneye 007	goldeneye.wad	doom2.wad	EF1E338364A1196533635698AF997A94

File Management

I suggest creating multiple folders for each IWAD like :

```
roms\prboom\Doom
roms\prboom\Doom 2
roms\prboom\Doom Ultimate
...
```

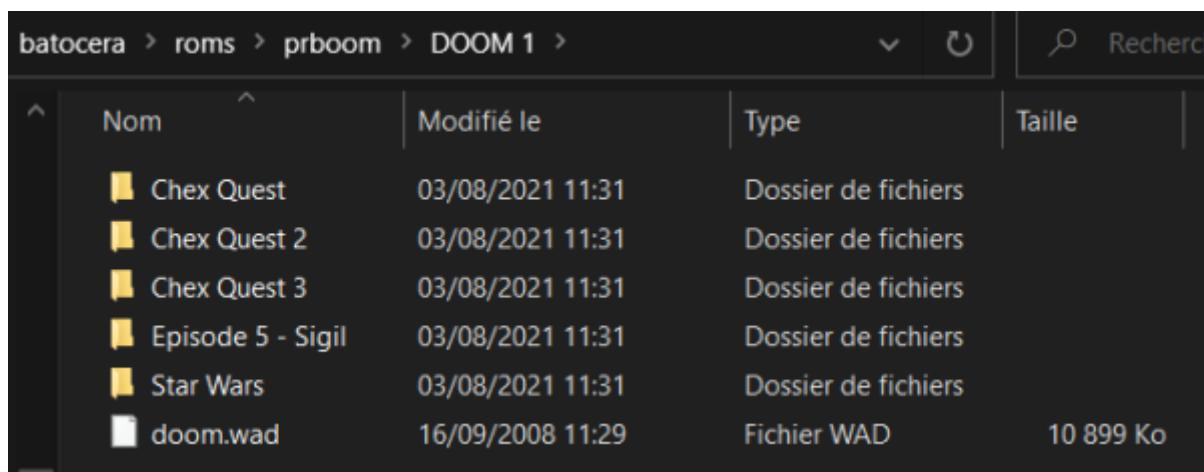
In each of these folder, just put the IWAD associated in it.

```
roms\prboom\Doom\doom.wad
roms\prboom\Doom 2\doom2.wad
roms\prboom\Doom Ultimate\doomu.wad
...
```

Now if you are going to use some mods and PWAD, just do a folder in the associated IWAD. For example:

```
roms\prboom\Doom\doom.wad
roms\prboom\Doom\Chex Quest\CHEX.wad
roms\prboom\Doom\Episode 5 - Sigil\SIGIL_v1_21.wad
...
```

That way, PWADs will use the main IWAD file in their parent folder.



Tweaking options

PrBoom allows to use a `prboom.cfg` file to apply to games recursively.

So if you put a `prboom.cfg` in `\roms\prboom\prboom.cfg`, it will apply to every game in `\roms\prboom\` and subfolders.

For example, I noticed that most WAD mods have a too low brightness. In order to fix that, you can create a `prboom.cfg` file with `Video->usegamma 0/1/2/3/4`.

Click to open

```
# Doom config file
#
# Format:
#   variable   value
#
# Lines starting with '#' are comments
# When saved, default values are commented out

## Misc settings
#default_compatibility_level      -1
#menu_background                  1
#max_player_corpse                32
#flashing_hom                     0
#demo_insurance                   2
#level_precache                   0
#demo_smoothturns                 0
#demo_smoothturnsfactor           6

## Files
#wadfile_1                         ""
#wadfile_2                         ""
#wadfile_3                         ""
#wadfile_4                         ""
#wadfile_5                         ""
#wadfile_6                         ""
#wadfile_7                         ""
#wadfile_8                         ""
#dehfile_1                          ""
#dehfile_2                          ""

## Game settings
#default_skill                      3
#weapon_recoil                     0
#doom_weapon_toggles                1
#player_bobbing                    1
#monsters_remember                 1
#monster_infighting                1
#monster_backing                   0
```

```
#monster_avoid_hazards          1
#monkeys                          0
#monster_friction                 1
#help_friends                      1
#allow_pushers                     1
#variable_friction                1
#sts_always_red                   1
#sts_pct_always_gray              0
#sts_traditional_keys             0
#show_messages                     1
#autorun                           0

## Compatibility settings
#comp_zombie                       0
#comp_infcheat                     0
#comp_stairs                        0
#comp_telefrag                      0
#comp_dropoff                       0
#comp_falloff                       0
#comp_staylift                      0
#comp_doorstuck                     0
#comp_pursuit                       0
#comp_vile                          0
#comp_pain                          0
#comp_skull                         0
#comp_blazing                       0
#comp_doorlight                     0
#comp_god                           0
#comp_skymap                        0
#comp_floors                        0
#comp_model                         0
#comp_zerotags                      0
#comp_moveblock                     0
#comp_sound                         0
#comp_666                            0
#comp_soul                           0
#comp_maskedanim                    0

## Sound settings
#pitched_sounds                     0
#samplerate                         11025
#sfx_volume                         8
#music_volume                        8
#mus_pause_opt                      2
#mus_load_external                  2
#snd_channels                        8

## Video settings
#screenblocks                        0
usegamma                            3
#uncapped_framerate                 3
```

```
#filter_wall          1
#filter_floor         1
#filter_sprite        1
#filter_z             1
#filter_patch         1
#filter_threshold     49152
#sprite_edges         0
#patch_edges          0
#render_stretchsky   1
#r_wiggle_fix         1

## Mouse settings
#mouse_sensitivity_horiz 40
#mouse_sensitivity_vert   40
#mouseb_fire             0
#mouseb_strafe           1
#mouseb_forward          2
#mouseb_backward          -1
#movement_mouselook      0
#movement_mouseinvert    0
#movement_maxviewpitch   32

## Key bindings
#key_right              0xae
#key_left               0xac
#key_up                 0xad
#key_down               0xaf
#key_menu_right          0xae
#key_menu_left           0xac
#key_menu_up             0xad
#key_menu_down           0xaf
#key_menu_backspace      0x7f
#key_menu_escape          0xb1
#key_menu_enter          0xd
#key_setup               0xc7
#key_strafeleft          0x2c
#key_straferight         0x2e
#key_fire                0x9d
#key_use                 0x20
#key_strafe              0xb8
#key_speed               0xb6
#key_savegame            0xbc
#key_loadgame            0xbd
#key_soundvolume          0xbe
#key_hud                  0xbf
#key_quicksave           0xc0
#key_endgame              0xc1
#key_messages             0xc2
#key_quickload            0xc3
#key_quit                 0xc4
#key_gamma                0xd7
```

```
#key_spy          0xd8
#key_pause        0xff
#key_autorun     0xba
#key_chat         0x74
#key_backspace   0x7f
#key_enter        0xd
#key_map          0x9
#key_map_right   0xae
#key_map_left    0xac
#key_map_up      0xad
#key_map_down    0xaf
#key_map_zoomin  0x3d
#key_map_zoomout 0x2d
#key_map_gobig   0x30
#key_map_follow  0x66
#key_map_mark    0x6d
#key_map_clear   0x63
#key_map_grid    0x67
#key_map_rotate  0x72
#key_map_overlay 0x6f
#key_reverse      0x2f
#key_zoomin       0x3d
#key_zoomout      0x2d
#key_chatplayer1 0x67
#key_chatplayer2 0x69
#key_chatplayer3 0x62
#key_chatplayer4 0x72
#key_weapontoggle 0x30
#key_weaponcycleup 0x6d
#key_weaponycledown 0x6e
#key_weapon1      0x31
#key_weapon2      0x32
#key_weapon3      0x33
#key_weapon4      0x34
#key_weapon5      0x35
#key_weapon6      0x36
#key_weapon7      0x37
#key_weapon8      0x38
#key_weapon9      0x39
#key_screenshot   0x2a

## Chat macros
#chatmacro0        "No"
#chatmacro1        "I'm ready to kick butt!"
#chatmacro2        "I'm OK."
#chatmacro3        "I'm not looking too good!"
#chatmacro4        "Help!"
#chatmacro5        "You suck!"
#chatmacro6        "Next time, scumbag..."
#chatmacro7        "Come here!"
#chatmacro8        "I'll take care of it."
```

```
#chatmacro9          "Yes"

## Automap settings
#mapcolor_back      0xf7
#mapcolor_grid      0x68
#mapcolor_wall      0x17
#mapcolor_fchg      0x37
#mapcolor_cchg      0xd7
#mapcolor_clsd      0xd0
#mapcolor_rkey      0xaf
#mapcolor_bkey      0xcc
#mapcolor_ykey      0xe7
#mapcolor_rdor      0xaf
#mapcolor_bdor      0xcc
#mapcolor_ydor      0xe7
#mapcolor_tele      0x77
#mapcolor_secr      0xfc
#mapcolor_exit      0x0
#mapcolor_unsn      0x68
#mapcolor_flat      0x58
#mapcolor_sprt      0x70
#mapcolor_item      0xe7
#mapcolor_hair      0xd0
#mapcolor_sngl      0xd0
#mapcolor_me        0x70
#mapcolor_enemy      0xb1
#mapcolor_frnd      0x70
#map_secret_after    0
#map_point_coord     0
#automapmode        0x0

## Heads-up display settings
#hudcolor_titl      5
#hudcolor_xyco      3
#hudcolor_mesg      6
#hudcolor_chat      5
#hudcolor_list      5
#hud_msg_lines      1
#hud_list_bgon      0
#health_red         25
#health_yellow      50
#health_green        100
#armor_red          25
#armor_yellow        50
#armor_green         100
#ammo_red           25
#ammo_yellow         50
#hud_mode            0
#hud_showstats       1
#hud_showkeys        1
#hud_showweapons     1
```

```
## Weapon preferences
#weapon_choice_1          6
#weapon_choice_2          9
#weapon_choice_3          4
#weapon_choice_4          3
#weapon_choice_5          2
#weapon_choice_6          8
#weapon_choice_7          5
#weapon_choice_8          7
#weapon_choice_9          1

## Music
#mus_bunny                 "bunny.mp3"
#mus_e1m1                  "e1m1.mp3"
#mus_e1m2                  "e1m2.mp3"
#mus_e1m3                  "e1m3.mp3"
#mus_e1m4                  "e1m4.mp3"
#mus_e1m5                  "e1m5.mp3"
#mus_e1m6                  "e1m6.mp3"
#mus_e1m7                  "e1m7.mp3"
#mus_e1m8                  "e1m8.mp3"
#mus_e1m9                  "e1m9.mp3"
#mus_e2m1                  "e2m1.mp3"
#mus_e2m2                  "e2m2.mp3"
#mus_e2m3                  "e2m3.mp3"
#mus_e2m4                  "e2m4.mp3"
#mus_e2m5                  "e2m5.mp3"
#mus_e2m6                  "e2m6.mp3"
#mus_e2m7                  "e2m7.mp3"
#mus_e2m8                  "e2m8.mp3"
#mus_e2m9                  "e2m9.mp3"
#mus_e3m1                  "e3m1.mp3"
#mus_e3m2                  "e3m2.mp3"
#mus_e3m3                  "e3m3.mp3"
#mus_e3m4                  "e3m4.mp3"
#mus_e3m5                  "e3m5.mp3"
#mus_e3m6                  "e3m6.mp3"
#mus_e3m7                  "e3m7.mp3"
#mus_e3m8                  "e3m8.mp3"
#mus_e3m9                  "e3m9.mp3"
#mus_e4m1                  "e3m4.mp3"
#mus_e4m2                  "e3m2.mp3"
#mus_e4m3                  "e3m3.mp3"
#mus_e4m4                  "e1m5.mp3"
#mus_e4m5                  "e2m7.mp3"
#mus_e4m6                  "e2m4.mp3"
#mus_e4m7                  "e2m6.mp3"
#mus_e4m8                  "e2m5.mp3"
#mus_e4m9                  "e1m9.mp3"
#mus_e5m1                  "e5m1.mp3"
#mus_e5m2                  "e5m2.mp3"
```

#mus_e5m3	"e5m3.mp3"
#mus_e5m4	"e5m4.mp3"
#mus_e5m5	"e5m5.mp3"
#mus_e5m6	"e5m6.mp3"
#mus_e5m7	"e5m7.mp3"
#mus_e5m8	"e5m8.mp3"
#mus_e5m9	"e5m9.mp3"
#mus_inter	"inter.mp3"
#mus_introa	"intro.mp3"
#mus_intro	"intro.mp3"
#mus_victor	"victor.mp3"
#mus_adrian	"adrian.mp3"
#mus_ampie	"ampie.mp3"
#mus_betwee	"betwee.mp3"
#mus_count2	"count2.mp3"
#mus_countd	"countd.mp3"
#mus_ddtbl2	"ddtbl2.mp3"
#mus_ddtbl3	"ddtbl3.mp3"
#mus_ddtblu	"ddtblu.mp3"
#mus_dead2	"dead2.mp3"
#mus_dead	"dead.mp3"
#mus_dm2int	"dm2int.mp3"
#mus_dm2ttl	"dm2ttl.mp3"
#mus_doom2	"doom2.mp3"
#mus_doom	"doom.mp3"
#mus_evil	"evil.mp3"
#mus_in_cit	"in_cit.mp3"
#mus_messag	"messag.mp3"
#mus_messg2	"messg2.mp3"
#mus_openin	"openin.mp3"
#mus_read_m	"read_m.mp3"
#mus_romer2	"romer2.mp3"
#mus_romero	"romero.mp3"
#mus_runni2	"runni2.mp3"
#mus_runnin	"runnin.mp3"
#mus_shawn2	"shawn2.mp3"
#mus_shawn3	"shawn3.mp3"
#mus_shawn	"shawn.mp3"
#mus_stalks	"stalks.mp3"
#mus_stlks2	"stlks2.mp3"
#mus_stlks3	"stlks3.mp3"
#mus_tense	"tense.mp3"
#mus_theda2	"theda2.mp3"
#mus_theda3	"theda3.mp3"
#mus_the_da	"the_da.mp3"
#mus_ultima	"ultima.mp3"

Other examples for specific WADs

Sigil (5th Episode)

SIGIL is the 5th Episode for ULTIMATE DOOM. It was created by the creator of DOOM - John Romero and can be [downloaded for free right here](#).

How to use?

Place the downloaded WAD to your prboom directory in roms. Now edit /userdata/saves/prboom/[DOOM1-EPISODE]/prboom.cfg and set the WAD next to be loaded to the main WAD in *Files Section*. I've only tested for ULTIMATE DOOM and it worked like a charm.

```
## Files
wadfile_1          "SIGIL_v1_2.wad"
#wadfile_2          ""
#wadfile_3          ""
#wadfile_4          ""
#wadfile_5          ""
#wadfile_6          ""
#wadfile_7          ""
#wadfile_8          ""
#dehfile_1          ""
#dehfile_2          ""
```

Lost Episodes of Doom

The Lost Episodes of Doom is a collection of three eight-level episodes for Doom by Christen Klie and Bob Carter. It takes place on the Jovian moons Callisto and Io, and on Jupiter itself. It was a commercial product.

Extract the two WAD files and then edit /userdata/saves/prboom/[DOOM1-EPISODE]/prboom.cfg and set the WAD next to be loaded to the main WAD in *Files Section*.

```
## Files
wadfile_1          "JPTR_V40.WAD"
wadfile_2          "Jptr_fix.wad"
#wadfile_3          ""
#wadfile_4          ""
#wadfile_5          ""
#wadfile_6          ""
#wadfile_7          ""
#wadfile_8          ""
#dehfile_1          ""
#dehfile_2          ""
```

Doom 2 - No Rest for the Living

No Rest for the Living was developed by Nerve Software for the release of Doom 2 on the XBLA. The episode consists of nine levels in all, eight standard levels and a single secret level, as a homage to the similarly structured nine-map episodes in the original Doom, particularly Knee-Deep in the Dead.

Extract the WAD file and then edit /userdata/saves/prboom/[DOOM2-EPIISODE]/prboom.cfg and set the WAD next to be loaded to the main WAD in *Files Section*.

```
## Files
wadfile_1          "NERVE.WAD"
#wadfile_2          ""
#wadfile_3          ""
#wadfile_4          ""
#wadfile_5          ""
#wadfile_6          ""
#wadfile_7          ""
#wadfile_8          ""
#dehfile_1          ""
#dehfile_2          ""
```

Additional tricks

The above methods got the disadvantage that you “lose” your original gameset. That means for DOOM-Sigil that you will see the new launching screen ever and ever again. To get rid of this you can copy the main WAD and rename one to DOOM - Ultimate DOOM.wad and the other to DOOM - Sigil of Baphomet.wad now you edit /userdata/saves/prboom/DOOM - Sigil of Baphomet.wad/prboom.cfg and set it up like written above.

Now you edit gamedata and hide the added PWAD files (Sigil.wad), you now have a clean list.

Enhanced music

PrBoom can let you add enhanced music, like back in the 90s when using a SC-55 synthesizer to render the music tracks. Some of these tunes have been recorded and can be found on the Internet (Google is your friend).

Once you downloaded the tracks that you want to add, you need to update the config file from the Doom game you want to change musics for. Its location follows always the same pattern, for example /userdata/saves/prboom/[DOOM1-EPIISODE]/prboom.cfg/prboom.cfg for DOOM1. You need to add/modify the section:

```
## Music
#mus_bunny          "bunny.mp3"
#mus_e1m1           "e1m1.mp3"
#mus_e1m2           "e1m2.mp3"
#mus_e1m3           "e1m3.mp3"
```

...

Controls

Here are the default PrBoom's controls shown on a [Batocera Retropad](#):



Troubleshooting

Further troubleshooting

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

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