# Quake III

Quake III Arena (1999) by id Software is a multiplayer-focused first-person shooter known for its fast-paced arena combat. Batocera supports two engines: **ioquake3** (OpenGL-based source port) and **vkQuake3** (with Vulkan support). This system scrapes metadata for the “ports” group(s) and loads the quake3 set from the currently selected theme, if available. Grouped with the “ports” group of systems.



### Quick reference

- **Emulators:** ioquake3, vkQuake3
- **Folder:** `roms/quake3/`
- **Accepted ROM formats:** `.quake3`

## BIOS

No Quake III emulator in Batocera needs a BIOS file to run.

# ROMs

You need the original Quake III Arena game data files. You can purchase the game from Steam or GOG.com. Copy the `baseq3` and `missionpack` folders into `/userdata/roms/quake3/`.

To start a game, create a file with the `.quake3` extension. Inside this file, add the command line that tells the engine which game/mod to launch.

### Directory structure

```
/userdata/roms/quake3/
                ├── baseq3/
                │    ├── pak0.pk3
                │    └── (other pk3 files)
                ├── missionpack/
                │    └── pak0.pk3
                ├── Quake III Arena.quake3
                └── Quake III Team Arena.quake3
```

### Launch file contents

Unlike other ports, Quake III launch files are **not empty** — they contain command-line arguments:

- For **Quake III Arena**: the file should contain `+set fs_game "baseq3"`
- For **Quake III: Team Arena**: the file should contain `+set fs_game "missionpack"`
- For **mods**: the file should contain `+set fs_game "<mod folder>"`

Repeat this step for each mod you wish to play, giving the file a logical name to help with artwork scraping.

Menu options in Team Arena and other mods can only be selected using a mouse. Once the game is started, the controller will function normally.

# Saves

Save location `system/configs/ioquake3/`

# Emulators

### ioquake3

ioquake3 is the main Quake III source port using OpenGL rendering. Standardized features available:

quake3.videomode, quake3.padtokeyboard, quake3.bezel, quake3.bezel_stretch, quake3.hud, quake3.hud_corner, quake3.bezel.tattoo, quake3.bezel.tattoo_corner, quake3.bezel.tattoo_file, quake3.bezel.resize_tattoo

| **ES setting name batocera.conf_key** | **Description ⇒ ES option key_value** |
|---|---|
| **Settings that apply to all cores of this emulator** | |
| **GRAPHICS MEMORY quake3.ioquake3_mem** | Select how much graphics memory is allocated for the GPU. May need modifying for some games/systems.<br>⇒ 64MB 64, 128MB 128, 256MB (Default) 256, 512MB 512. |

### vkQuake3

vkQuake3 adds Vulkan rendering support on top of ioquake3. Requires Vulkan support on your system. Standardized features available: quake3.videomode, quake3.padtokeyboard, quake3.bezel, quake3.bezel_stretch, quake3.hud, quake3.hud_corner, quake3.bezel.tattoo, quake3.bezel.tattoo_corner, quake3.bezel.tattoo_file, quake3.bezel.resize_tattoo

| **ES setting name batocera.conf_key** | **Description ⇒ ES option key_value** |
|---|---|
| **Settings that apply to all cores of this emulator** | |
| **GRAPHICS API quake3.vkquake3_api** | Choose which graphics API library to use.<br>⇒ OpenGL opengl2, Vulkan vulkan. |
| **GRAPHICS MEMORY quake3.ioquake3_mem** | Select how much graphics memory is allocated for the GPU.<br>⇒ 64MB 64, 128MB 128, 256MB (Default) 256, 512MB 512. |

## Controls

Here are the default Quake III controls shown on a Batocera Retropad: The game is pre-configured to work with a gamepad via the built-in joystick support:

| **Gamepad button** | **Action** |
|---|---|
| Left analog stick | Move / Strafe |
| Right analog stick | Look |
| A (South) | Jump |
| X (West) | Crouch |
| Y (North) | Use item |
| L1 | Next weapon |
| R1 | Previous weapon |
| L2 | Walk (hold) |
| R2 | Fire |

For the best experience, a mouse and keyboard is recommended. Game controllers work but some menu navigation (especially in Team Arena) requires a mouse.

# Troubleshooting

## My game does not launch

- Make sure the `baseq3` folder exists and contains the `.pk3` files.
- Verify that the `.quake3` launch file contains the correct command, e.g. `+set fs_game "baseq3"`.
- vkQuake3 requires Vulkan support — if your system does not support Vulkan, use ioquake3 instead.

## Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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