Under construction. Needs further testing.

Raze

Raze is a fork of Build engine games backed by GZDoom tech and combines Duke Nukem 3D, Blood, Redneck Rampage, Shadow Warrior and Exhumed/Powerslave in a single package. It is also capable of playing Nam and WW2 GI.

“Another day another corpse.” Caleb from Blood.

This system scrapes metadata for the “ports” group(s) and loads the raze set from the currently selected theme, if available.

Grouped with the “ports” group of systems.



Quick reference

- **Emulator:** Raze
- **Folder:** `roms/raze/`
- **Accepted ROM formats:** `.raze`

BIOS

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

ROMs

Place your Raze ROMs in `/userdata/roms/raze/`.

Each game needs a .raze file to tell Raze how to launch the game, the file need to point to the main game file and add-on file (it's case sensitive and can't have empty lines, otherwiser files will not be found or game will not start, for CON files do not add the full path but relative to the main file).

eg.:

/userdata/roms/raze/Cryptic Passage.raze (make it easy to scrapper)

/userdata/roms/raze/blood/BLOOD.RFF (main game data)

/userdata/roms/raze/blood/cryptic.zip (add-on data)

/userdate/roms/raze/blood/music/blood02.ogg to blood09.ogg (music data - expects to find it in the same directory as the game's main files or in a /music/ sub-folder of it - mudic files named track02.ogg, track03.ogg, etc are supported but are deprecated, prefer to use the game name instead)

- Music files:

- Blood: blood02.ogg to blood09.ogg
- Exhumed: exhumed02.ogg to exhumed19.ogg
- Redneck Rampage/Route 66: redneck02.ogg to redneck09.ogg
- Redneck Rampage: Rides Again: redneckside02.ogg to redneckrides09.ogg
- Shadow Warrior: shadow02.ogg to shadow14.ogg

- **Supported games (.raze file content and data files location)**:

- One Unit Whole Blood (via NBlood)

One Unit Whole Blood.raze

```
FILE = /blood/BLOOD.RFF
```

Files from game folder /Blood and Blood/movies.

```
/userdata/roms/raze/
               ├─ blood/
               │  ├─ music/
               │  │  └─ blood2.ogg to blood9.ogg (or track02.ogg to
track09.ogg) (optional)
```

```
                │   ├─ BLOOD.INI
                │   ├─ BLOOD.RFF
                │   ├─ GUI.RFF
                │   ├─ SOUNDS.RFF
                │   ├─ SURFACE.DAT
                │   ├─ TILES000.ART to TILES017.ART
                │   └─ VOXEL.DAT
                └─ One Unit Whole Blood.raze
```

- Blood: Cryptic Passage (via NBlood)

Cryptic Passage for Blood.raze

```
FILE = /blood/BLOOD.RFF
FILE = /blood/cryptic.zip
```

Files from game folder /Blood and Blood/movies.

```
/userdata/roms/raze/
                ├─ blood/
                │  └─ cryptic.zip
                │     ├─ CP01.MAP TO CO09.MAP
                │     ├─ CPART07.AR_
                │     ├─ CPART15.AR_
                │     ├─ CPBB01.MAP TO CPBB04.MAP
                │     ├─ CSPL.MAP
                │     ├─ CRYPTIC.INI
                │     ├─ CRYPTIC.SMK
                │     └─ CRYPTIC.WAV
                └─ Cryptic Passage for Blood.raze
```

- Blood: Death Wish (via NBlood)

Death Wish.raze

```
FILE  = /blood/BLOOD.RFF
FILE+ = /blood/deathwish.zip
```

Files from game folder Death Wish, Death Wish/movies.

```
/userdata/roms/raze/
                    └─ blood/
                       ├─ deathwish.zip/
                       │  ├─ DEATHWISH.INI (rename it from DW.INI)
                       │  ├─ CPART07.AR_
                       │  ├─ DW1A.OGV to DW3B.OGV
                       │  ├─ DW1A.SMK to DW3B.SMK
                       │  └─ DW*.MAP (39 files)
```

```
                        └─ Death Wish.RAZE
```

- Blood: Plasma Pak (via NBlood)

Plasma Pak.raze

```
FILE = /blood/BLOOD.RFF
FILE = /blood/plasma.zip
```

Files from game folder /Blood and Blood/movies.

```
/userdata/roms/raze/
                ├─ blood/
                │  └─ plasma.zip
                │     ├─ CP01.MAP TO CO09.MAP
                │     ├─ CPART07.AR_
                │     ├─ CPART15.AR_
                │     ├─ CPBB01.MAP TO CPBB04.MAP
                │     ├─ CSPL.MAP
                │     ├─ CRYPTIC.INI
                │     ├─ CRYPTIC.SMK
                │     └─ CRYPTIC.WAV
                └─ Plasma Pak.raze
```

** - Duke Nukem 3D v1.3D, Atomic Edition, and Twentieth Anniversary World Tour** (via JFDuke & EDuke 2.0; World Tour extensions via DukeGDX)

Duke Nukem 3D.raze

```
FILE = /duke/DUKE3D.GRP
```

Files from game folder /Duke Nukem 3D or /ATOMINST or /Duke Nukem 3D/gameroot or Duke Nukem 3D Twentieth Anniversary World Tour/ or /data

```
/userdata/roms/raze/duke/
                        └── DUKE3D.GRP (The World Tour's extra features will
requires the whole game installation)
```

Note: For Duke Nukem games you can install High-Definition Packs and Music Packs: http://hrp.duke4.net/download.php Some files have versions for Raze emulator and others for Eduke32 emulator, make sure to download the correct one.

- Duke It Out in D.C.

Duke It Out in D.C..raze

```
FILE  = /duke/DUKE3D.GRP
```

```
FILE+ = /duke/DUKEDC.GRP
```

Files from game folder /Duke Nukem 3D and /Duke Nukem 3D/gameroot/addons/dc

```
/userdata/roms/raze/duke/
                        ├── DUKE3D.GRP
                        └── DUKEDC.GRP
```

- Duke Caribbean: Life's a Beach

Duke Caribbean - Life's a Beach.raze

```
FILE  = /duke/DUKE3D.GRP
FILE+ = /duke/VACATION.GRP
```

Files from game folder /Duke Nukem 3D and /Duke Nukem 3D/gameroot/addons/vacation/

```
/userdata/roms/raze/duke/
                        ├── DUKE3D.GRP
                        └── VACATION.GRP (Duke Caribbean: Life's a Beach)
```

- Duke: Nuclear Winter

Duke - Nuclear Winter.raze

```
FILE  = /duke/DUKE3D.GRP
FILE+ = /duke/NWINTER.GRP
```

Files from game folder /Duke Nukem 3D and /Duke Nukem 3D/gameroot/addons/nw/

```
/userdata/roms/raze/
                ├─ duke/
                │    ├─ DUKE3D.GRP
                │    └─ NWINTER.GRP
                └─Duke - Nuclear Winter.raze
```

- Duke!Zone II

Atomic Edition

Duke!Zone II.raze

```
FILE  = /duke/DUKE!ZON.GRP
FILE+ = /duke/DUKEZONE2.GRPINFO
```

World Tour Edition

Duke!Zone II.raze

```
FILE  = /duke/DUKE!ZON.GRP
FILE+ = /duke/DUKEZONE2_WT.GRPINFO
```

Files from game folder Duke Zone 2

```
/userdata/roms/raze/dukezone2/
                  |   ├── DUKE!ZON.GRP
                  |   ├── DUKEZONE2.GRPINFO (Atomic) OR DUKEZONE2_WT.GRPINFO
(World Tour)
                  |   └── FIXED CON FILES: https://hrp.duke4.net/download.php
                  |       ├── GAME.CON
                  |       ├── DEFS.CON
                  |       ├── USER.CON
                  |       └── E3L1.MHK
                  └── Duke!Zone II
```

- Exhumed/PowerSlave (via PCExhumed, with various enhancements inspired by PowerslaveGDX)

Exhumed.raze

```
FILE = /exhumed/STUFF.DAT
```

Files from game folder /Exhumed

```
/userdata/roms/raze/exhumed/
               |    ├── BOOK.MOV
               |    └── STUFF.DAT
               └── Exhumed.raze
/userdata/roms/raze/exhumed/music/
                            └── exhumed02 to exhumed19.ogg (or track02.ogg
to track19.ogg ) (optional)
```

Powerslave.raze

```
FILE = /pwrslave/STUFF.DAT
```

Files from game folder /PWRSLAVE

```
/userdata/roms/raze/pwrslave/
               |    ├── BOOK.MOV
               |    └── STUFF.DAT
               └── Powerslave.raze
/userdata/roms/raze/pwrslave/music/
                             └── exhumed02 to exhumed19.ogg (or track02.ogg
to track19.ogg ) (optional)
```

- NAM (via EDuke 2.1)

Nam.raze

```
FILE = /nam/NAM.GRP
CON  = NAM.CON
```

Files from game folder /NAM

```
/userdata/roms/eduke32/nam/
               |       ├── NAM.CON (Renamed from GAME.CON)
               |       ├── NAM.GRP
               |       └── NAM.RTS
               └── Nam.raze
```

- NAMPAL (via EDuke 2.1) (Walmart version of NAM with different .GPR files)

Napalm.raze

```
FILE = /nampal/NAPALM.GRP
CON  = NAMPAL.CON
```

Files from game folder /NAMPALM

```
/userdata/roms/eduke32/nampal/
               |       ├── NAPALM.CON (Renamed from GAME.CON)
               |       ├── NAPALM.GRP
               |       └── NAPALM.RTS
               └── Nam.raze
```

- Redneck Rampage (via Rednukem)

Redneck Rampage.raze

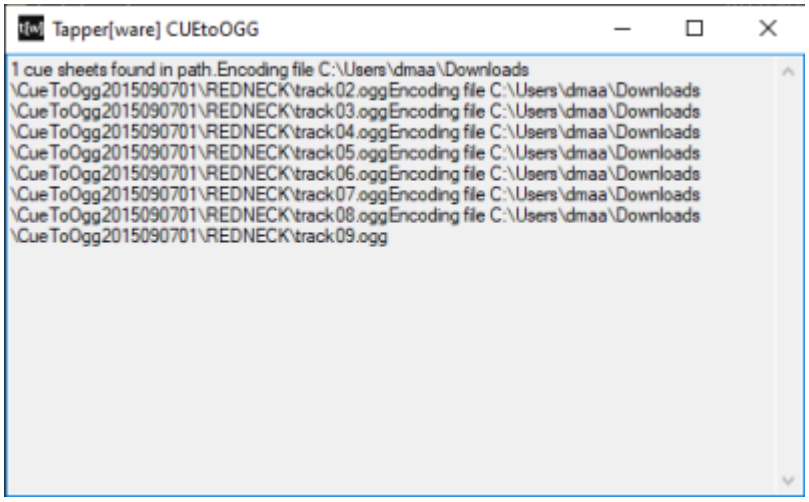
```
FILE = /redneck/REDNECK.GRP
```

Files from game folder /Redneck Rampage

```
/userdata/roms/raze/redneck/
               |    └── REDNECK.GRP
               └── Redneck Rampage.raze
/userdata/roms/raze/redneck/music/
                            └── redneck02.ogg to redneck10.ogg (or
track02.ogg to track10.ogg) (optional)
```

Note: The GOG distribution of the Redneck Rampage Collection does not feature the soundtrack as a loose collection of OGG files. Instead, an Disc Image is provided in the form of a BIN+CUE pair, with

the BIN file named REDNECK.gog (or RRRAGAIN.gog) and the CUE file named REDNECK.inst (or RRRAGAIN.inst). The Steam distribution of Redneck Rampage does not feature the CD soundtrack at all, in any form. It is possible to convert the BIN/CUE to .ogg again with https://github.com/hansschmucker/CueToOgg Just copy the .gog and .inst to the CueToOgg root folder and execute CueToOgg.exe, wait until the extract process finish. * Use the same files for Redneck Rampage Rides Again



- Redneck Rampage: Suckin' Grits on Route 66

Redneck Rampage - Suckin' Grits on Route 66.raze

```
FILE = /redneck/REDNECK.GRP
FILE+ = /redneck/route66.zip
```

Files from game folder /Redneck Rampage

```
/userdata/roms/raze/redneck/route66.zip
                      |       ├── ASYAMB.VOC
                      |       ├── BUBBA66.CON
                      |       ├── DEFS66.CON
                      |       ├── END66.ANM
                      |       ├── END66.VOC
                      |       ├── G_BITE.VOC
                      |       ├── G_SIT.VOC
                      |       ├── GAME66.CON (Rename to GAME.CON)
                      |       ├── GATOR66.CON
                      |       ├── NEON.VOC
                      |       ├── PIG66.CON
                      |       ├── route66/ (all .MAP files) (Keep the ROUTE66
folder into the zip file)
                      |       |   ├── ALIEN.MAP
                      |       |   ├── BIGFOOT.MAP
                      |       |   ├── BREWERY.MAP
                      |       |   ├── CAMPY.MAP
                      |       |   ├── CARNIVAL.MAP
                      |       |   ├── COFFIN.MAP
```

```
                    |       |   ├── FLEA.MAP
                    |       |   ├── GAS.MAP
                    |       |   ├── HOOVRDAM.MAP
                    |       |   ├── MINIGOLF.MAP
                    |       |   ├── RANCH.MAP
                    |       |   ├── SLAUGHTR.MAP
                    |       |   ├── START.MAP
                    |       |   └── TRUCKSTP.MAP
                    |       ├── TILESA66.ART (Rename it to TILESA24.ART)
                    |       ├── TILEBA66.ART (Rename it to TILESB25.ART)
                    |       ├── TURD66.ANM
                    |       ├── TURD66.VOC
                    |       └── USER66.CON
                    └── Redneck Rampage - Suckin' Grits on Route 66.raze
/userdata/roms/raze/redneck/music/
                            └── redneck02.ogg to redneck10.ogg (or
track02.ogg to track10.ogg) (optional)
```

- Redneck Rampage Rides Again

Redneck Rampage Rides Again.raze

```
FILE = /redneckrides/RIDES.GRP
```

Files from game folder /Redneck Rampage/AGAIN

```
/userdata/roms/raze/redneckrides/
               |    ├── RIDES.GRP (Rename it from REDNECK.GRP to RIDES.GRP,
this is not the same file as REDNECK/REDNECK.GPR but
REDNECK/AGAIN/REDNECK.GPR)
               |    └── REDINT.MVE
               └── Redneck Rampage Rides Again
/userdata/roms/raze/redneckrides/music/
                                └── redneckrides02.ogg to
redneckrides10.ogg (or track02.ogg to track10.ogg) (optional)
```

- Redneck Rampage Cuss Pak

Cuss Pack.raze

```
FILE  = /redneck/REDNECK.GRP
FILE+ = /redneck/cusspack.zip
```

Files from game folder /Redneck Rampage Cuss Pack

```
/userdata/roms/raze/redneck/
               |    ├── REDNECK.GRP
               |    └── cusspack.zip
```

```
                |    └── All files from cusspack
                |        └── *.CON, *.RTS, *.VOC
                └── Cuss Pak.raze
/userdata/roms/raze/redneck/music/
                            └── redneckrides02.ogg to redneckrides10.ogg (or
track02.ogg to track10.ogg) (optional)
```

- Shadow Warrior (via SWP & VoidSW)

Shadow Warrior.raze

```
FILE  = /shadow/SW.GRP
```

Files from game folder /Shadow Warrior

```
/userdata/roms/raze/shadow/
                |    └── SW.GRP
                └── Shadow Warrior.raze
/userdata/roms/raze/shadow/music/
                            └── shadow.ogg to shadow14.ogg (or track02.ogg to
track14.ogg) (optional)
```

Note: Shadow Warrior Classic Redux comes with the base game and both expansion packs Wanton Destruction and Twin Dragon, while the free Shadow Warrior Classic Complete version does not. VoidSW, the EDuke32-based sourceport, looks for the two GRP files from these two expansion packs from Classic Redux and expects them to be present if you expect to play them.

- Shadow Warrior: Twin Dragon

Twin Dragon.raze

```
FILE  = /shadow/SW.GRP
FILE+ = /shadow/TD.GRP
```

Files from game folder /Shadow Warrior Classic/ and /Shadow Warrior Classic/gameroot/addons

```
/userdata/roms/raze/shadow/
                |    ├── SW.GRP
                |    └── TD.GRP or TWINDRAG.GRP
                └── Twin Dragon.raze
/userdata/roms/raze/shadow/music/
                            └── shadow.ogg to shadow14.ogg (or track02.ogg to
track14.ogg) (optional)
```

- Shadow Warrior: Wanton Destruction

Wanton Destruction.raze

```
FILE  = /shadow/SW.GRP
FILE+ = /shadow/WD.GRP
```

Files from game folder /Shadow Warrior Classic/ and /Shadow Warrior Classic/gameroot/addons

```
/userdata/roms/raze/shadow/
               |    ├── SW.GRP
               |    └── WT.GRP
               └── Wanton Destruction.raze
/userdata/roms/raze/shadow/music/
                           └── shadow02.ogg to shadow14.ogg (or track02.ogg
to track14.ogg) (optional)
```

- World War II GI (via EDuke 2.1)

World War II GI.raze

```
FILE = /ww2gi/WW2GI.GRP
```

Files from game folder /WWII GI

```
/userdata/roms/raze/ww2gi/
               |    ├── WW2GI.GRP
               |    └── WW2GI.CON
               └── World War II GI
```

- World War II GI: Platoon Leader (expansion)

Platoon Leader.raze

```
FILE  = /ww2gi/WW2GI.GRP
FILE+ = /ww2gi/PLATOONL.DAT
CON   = PLATOONL.DEF
```

Files from game folder /WWII GI and /platoonleader

```
/userdata/roms/raze/ww2gi/
               |    ├── WW2GI.GRP
               |    ├── PLATOONL.DAT
               |    └── PLATOONL.DEF
               └── Platoon Leader.raze
```

Raze compatible games: https://zdoom.org/wiki/Raze#Supported_games

Saves

Save location `saves/raze/<game>.<save game extension>`

Emulators

Raze

Standardized features available to all cores of this emulator: `raze.videomode`, `raze.padtokeyboard`, `raze.videomode`, `raze.bezel`, `raze.bezel_stretch`, `raze.hud`, `raze.hud_corner`, `raze.bezel.tattoo`, `raze.bezel.tattoo_corner`, `raze.bezel.tattoo_file`, `raze.bezel.resize_tattoo`

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
Settings that apply to all cores of this emulator	
SKIP INTRO VIDEOS `raze.nologo`	⇒ Skip `1`, Show (Default) `0`.

Controls

Fix Me!

Here are the default Raze's controls shown on a Batocera Retropad:

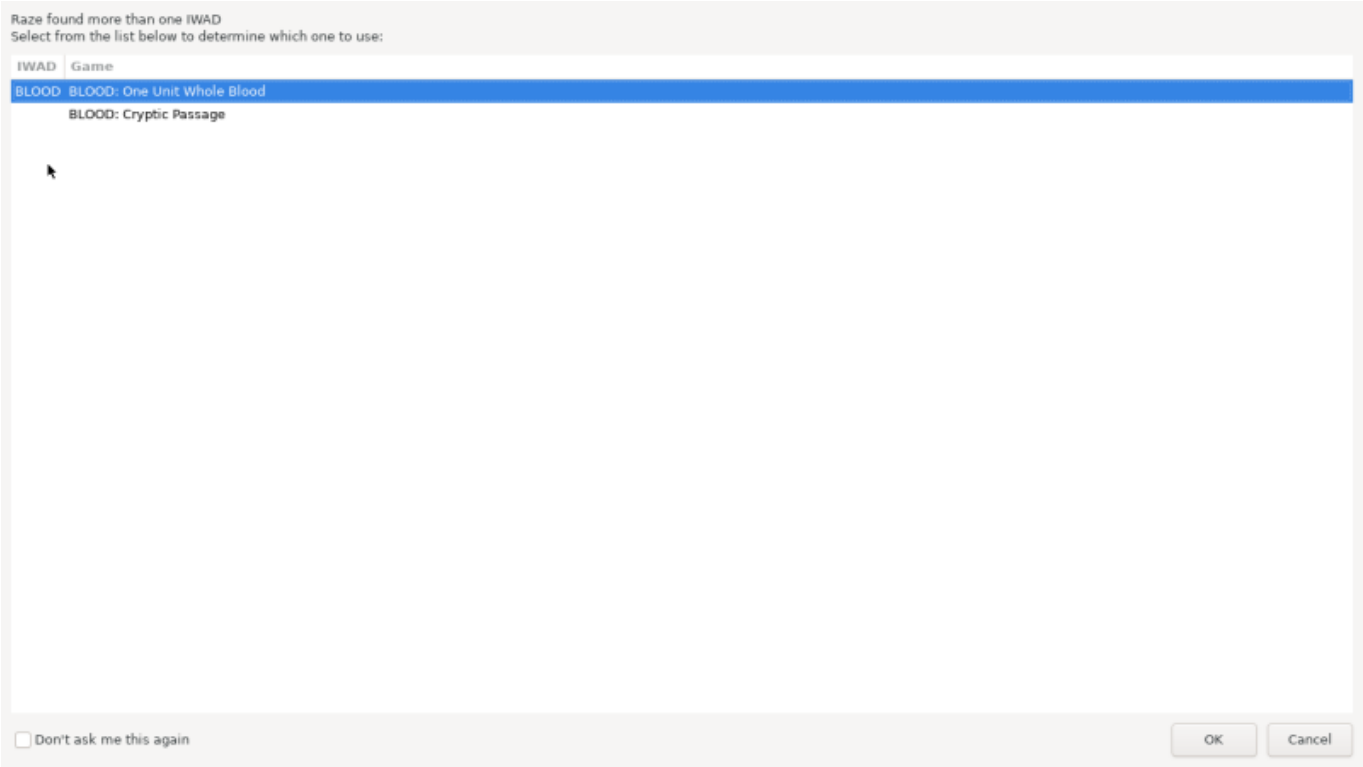
Troubleshooting

Game does not launch:

- Check logs files `es_launch_stderr.log` and `raze.log`.
- Make sure all files are available at `roms/azure`. (Fix Me! what? If this is true, it definitely needs to be mentioned earlier in this page)
- Make sure the `*.raze` launch file is setup correctly:
  - Check the case sensitivity. (Fix Me! which is the correct one?)
  - Check the use of FILE, FILE+ and CON:
    - FILE and FILE+ must use `/roms/raze/<gamefolder>/<main file or add-on>`
    - CON must use the relative path to the main file, so just `<con file>` (normally store in the same folder as the main file)
  - `.raze` files must not have any empty lines.
- As a last resort, reset Raze's files: delete all files and folders from `/userdata/system/configs/raze/*` and `/userdata/saves/raze/*` and start again.

Engine ask for which file initialize

- Make sure that add-ons that must be zipped, are zipped and are not stored into the game folder, otherwise raze can't decide which file choose. (Fix Me! what does this mean?)



Script error "raze.pk3:menudef.txt" line 815: Float expected, got 0.5

Rephrasing needed.

If the Raze engines does not find the files specified by the `.raze` file, it will scan the whole shared folder to find them. It could incorrectly scan a file that could be stored out of roms/azure (Fix Me! what does azure have to do with this?) folder, preventing the game from launching correctly.

This error is reproducible due to Raze engine can't decide which main or add-on file to launch, even if the user indicates in the interface it runs error.

https://github.com/batocera-linux/batocera.linux/issues/7123

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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

Permanent link:
https://wiki.batocera.org/systems:raze?rev=1664283928

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