Return to Castle Wolfenstein

IORTCW is an open-source engine for Return to Castle Wolfenstein (2001) by Gray Matter Interactive / id Software. It is a World War II first-person shooter mixing historical and supernatural elements. IORTCW modernizes the id Tech 3 based engine with higher resolutions, enhanced OpenGL rendering, anti-aliasing, anisotropic filtering and gamepad support. This system scrapes metadata for the “ports” group(s) and loads the rtcw set from the currently selected theme, if available. Grouped with the “ports” group of systems.

Quick reference

- **Emulator:** IORTCW
- **Folder:** `roms/iortcw/`
- **Accepted ROM formats:** `.rtcw`

BIOS

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

ROMs

You need the original Return to Castle Wolfenstein game files. Install the game via Steam or GOG.com. Copy the `.pk3` files only from your installation's `Main` folder to `/userdata/roms/iortcw/main/`. Then create an empty file with a `.rtcw` extension in `/userdata/roms/iortcw/`.

The data directory must be named exactly `main` (lowercase) and located at `/userdata/roms/iortcw/main/`.

A keyboard and mouse (or touchscreen) is required for game start.

Directory structure

```
/userdata/roms/iortcw/
               ├── main/
               │    ├── pak0.pk3
               │    ├── sp_pak1.pk3
               │    ├── sp_pak2.pk3
               │    └── (other pk3 files)
               └── Return to Castle Wolfenstein.rtcw
```

Saves

Save location `system/configs/iortcw/`

Emulators

IORTCW

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

Graphics settings

ES setting name `batocera.conf_key`	Description ⇒ ES option `key_value`
RENDERER `rtcw.iortcw_api`	Choose your preferred renderer. ⇒ Standard OpenGL (Default) `opengl1`, Enhanced OpenGL `rend2`.
VSYNC `rtcw.iortcw_vsync`	Fix screen tearing. ⇒ Disabled (Default) `0`, Enabled `1`.
REFRESH RATE `rtcw.iortcw_fps`	Set the desired maximum refresh rate when Vsync is off. ⇒ 30 fps `30`, 50 fps `50`, 60 fps (Default) `60`, 75 fps `75`, 120 fps `120`.
ANISOTROPIC FILTERING `rtcw.iortcw_filtering`	Improves clarity of distant textures. ⇒ 2x (Default) `2`, 4x `4`, 8x `8`, 16x `16`.
ANTI-ALIASING `rtcw.iortcw_aa`	Smooth out jagged edges on 3D object polygons. ⇒ None (Default) `0`, 2x `2`, 4x `4`, 8x `8`, 16x `16`.

Other settings

ES setting name `batocera.conf_key`	Description ⇒ ES option `key_value`
SKIP INTRO VIDEO `rtcw.iortcw_skip_video`	Skip the initial intro video. ⇒ Play (Default) `0`, Skip `1`.
LANGUAGE `rtcw.iortcw_language`	Change the game's language. ⇒ English (Default) `0`, French `1`, German `2`, Italian `3`, Spanish `4`.

Controls

IORTCW is primarily designed for mouse and keyboard. The pad-to-keyboard mapping provides basic controller access via the HOTKEY button for cutscene skipping.

Troubleshooting

My game does not launch

- Make sure the `main/` folder exists at `/userdata/roms/iortcw/main/` and contains the `.pk3` files.
- A keyboard/mouse is required for initial game start.

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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