

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.

ES setting name batocera.conf_key	Description ⇒ ES option key_value
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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