The Force Engine

The Force Engine (TFE) is an open-source reverse-engineered game engine for LucasArts Jedi Engine games. It currently supports **Star Wars: Dark Forces** (1995), with Outlaws support planned for the future. TFE adds modern features like higher rendering resolutions, widescreen support, HD textures, GPU rendering, bloom effects and mod support while preserving the original gameplay. This system scrapes metadata for the “ports” group(s) and loads the theforceengine set from the currently selected theme, if available. Grouped with the “ports” group of systems.



Quick reference

- **Emulator:** The Force Engine
- **Folder:** `roms/theforceengine/`
- **Accepted ROM formats:** `.tfe`

BIOS

No The Force Engine emulator in Batocera needs a BIOS file to run.

ROMs

You need the original Star Wars: Dark Forces game files. Install the game on Windows via Steam or GOG.com, then copy the game folder to `/userdata/roms/theforceengine/`. Create an empty file with a `.tfe` extension in `/userdata/roms/theforceengine/`.

The game data directory must be named exactly `Star Wars - Dark Forces`.

A keyboard and mouse (or touchscreen) is required to create the initial user profile and start the game for the first time.

Directory structure

```
/userdata/roms/theforceengine/
               ├── Star Wars - Dark Forces/
               │    ├── DARK.GOB
               │    ├── SOUNDS.GOB
               │    ├── SPRITES.GOB
               │    ├── TEXTURES.GOB
               │    └── (other game files)
               └── Star Wars - Dark Forces.tfe
```

HD Textures

To use HD textures, you need a copy of the **Remaster** version of the game as well. Copy the `enhanced.gob` file from the Remaster installation into the `Star Wars - Dark Forces` folder. Then enable the HD TEXTURES option in ES settings.

HD textures require OpenGL renderer and True Colour mode. These are automatically set when HD textures are enabled.

Mods

Mods must be installed into `/userdata/system/configs/theforceengine/Mods/`. The mod files should be in **zip format only**. To launch a mod directly, create a `.tfe` file in the roms directory and write the name of the mod zip file inside it (first line only).

Example: `Assassination at Nar Shaddaa.tfe` containing:

```
aons_modern.zip
```

```
/userdata/roms/theforceengine/
               ├── Star Wars - Dark Forces/
               ├── Star Wars - Dark Forces.tfe
               └── Assassination at Nar Shaddaa.tfe
```

A good source of custom missions is available at DF-21.net.

Saves

Save location `system/configs/theforceengine/`

Emulators

The Force Engine

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

Graphics settings

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
RENDERING RESOLUTION `theforceengine.force_render_res`	Increase the rendering resolution. Makes 3D objects clearer. ⇒ 200p `200`, 400p `400`, 480p `480`, 600p `600`, 720p `720`, 768p `768`, 800p `800`, 960p `960`, 1050p `1050`, 1080p `1080`, 1200p `1200`, 1392p `1392`, 1440p `1440`, 1536p `1536`, 2160p `2160`.
WIDESCREEN `theforceengine.force_widescreen`	Enable widescreen support. ⇒ Disabled (Default) `0`, Enabled `1`.
VSYNC `theforceengine.force_vsync`	Fix screen tearing. ⇒ Disabled `0`, Enabled (Default) `1`.
REFRESH RATE `theforceengine.force_rate`	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`, 144 fps `144`, 240 fps `240`.
GRAPHICS RENDERER `theforceengine.force_api`	Choose which graphics renderer to use. ⇒ Classic Software `0`, GPU / OpenGL (Default) `1`.
COLOUR MODE `theforceengine.force_colour`	⇒ 8-bit (Classic) `0`, 8-bit Interpolated `1`, True Colour `2`.
HD TEXTURES `theforceengine.force_hd`	Render high definition graphics textures. Requires OpenGL, True Colour and the enhanced.gob file. ⇒ Disabled (Default) `0`, Enabled `1`.
BILINEAR FILTER `theforceengine.force_bilinear`	⇒ Disabled (Default) `0`, Enabled `1`.

ES setting name batocera.conf_key	**Description ⇒ ES option key_value**
MIPMAPPING theforceengine.force_mipmapping	⇒ Disabled (Default) 0, Enabled 1.
CROSSHAIR theforceengine.force_crosshair	⇒ Disabled (Default) 0, Enabled 1.
BLOOM theforceengine.force_postfx	Use Bloom post processing. ⇒ Disabled (Default) 0, Enabled 1.

Other settings

ES setting name batocera.conf_key	**Description ⇒ ES option key_value**
MENU SOUNDS theforceengine.force_menu_sound	Enable / Disable sound in menus. ⇒ Disabled 0, Enabled (Default) 1.
DIGITAL AUDIO theforceengine.force_digital_audio	Enable 16-channel iMuse Digital Audio. ⇒ Disabled (Default) 0, Enabled 1.
FIGHT MUSIC theforceengine.force_fight_music	Enable / Disable fight music. ⇒ Disabled 0, Enabled (Default) 1.
AUTO AIM theforceengine.force_auto_aim	Enable / Disable automatic aiming. ⇒ Disabled 0, Enabled (Default) 1.
SHOW SECRET MESSAGES theforceengine.force_secret_msg	Show secret found messages. ⇒ Disabled 0, Enabled (Default) 1.
AUTOMATICALLY RUN theforceengine.force_auto_run	⇒ Disabled (Default) 0, Enabled 1.
BOBBA FETT FIX theforceengine.force_boba	Bobba Fett Face Player Fix. ⇒ Disabled (Default) 0, Enabled 1.
SMOOTH VUES theforceengine.force_smooth_vues	⇒ Disabled (Default) 0, Enabled 1.
SKIP CUTSCENES theforceengine.force_skip_cutscenes	Choose to enable or disable cutscenes. ⇒ Show All show, Skip Initial initial, Skip All skip.

Controls

The Force Engine is primarily designed for mouse and keyboard. The game has built-in gamepad support via SDL and the pad-to-keyboard feature provides basic controller mapping.

Troubleshooting

My game does not launch

- Make sure the game data directory is named exactly `Star Wars - Dark Forces` inside `/userdata/roms/theforceengine/`.
- Verify the directory contains the required GOB files (`DARK.GOB`, `SOUNDS.GOB`, etc.).
- A keyboard/mouse is required for the initial profile setup.

HD textures don't work

- Make sure `enhanced.gob` from the Remaster version is placed in the game folder.
- HD textures require GPU/OpenGL renderer and True Colour mode — these are forced automatically when HD is enabled.

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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