

Duke Nukem Forever: Restoration Project

Duke Nukem Forever 2001 mod | Early Access Dec 2022

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The DNF2001 Restoration Project contains one sole goal: to complete Duke Nukem Forever as it was originally intended back in 2001.

Duke Nukem Forever Restoration Project 0.2.1 (Duke It Out Patch)

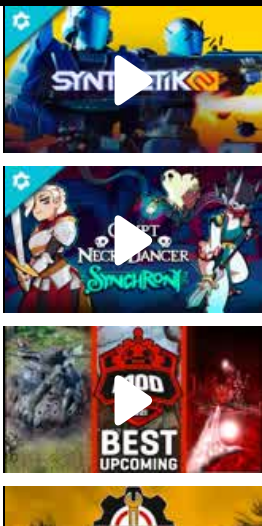
Location	Games : Duke Nukem Forever 2001 : Mods : Duke Nukem Forever: Restoration Project : Files
Filename	DNFRP-Duke-It-Out-0.2.1.zip
Category	Demo
Uploader	LiquidOtacon
Added	Aug 22nd, 2023
Size	1.84gb (1,974,821,687 bytes)
Downloads	8,742 (4 today)
MD5 Hash	e22d755f9053689712531f15af3b633e
Embed Button	<a href="https://www.moddb.com
Embed Widget	<iframe width="600" height="180

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1.84gb

Description

This Patch aims to make the game more challenging, add more possibilities, and squash some of the nasty exploits bad actors within the Duke Community were so nice to use! [Read more...](#)



Preview



Comments



Geekysam - Aug 23 2023 - 183 comments

Love the fact Duke is a fan of Serious Sam who was in turn inspired by Duke himself.

Reply +11 votes

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Game

Duke Nukem Forever 2001

Developer

Mighty Foot Productions

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Release date

Early Access Dec 2022

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stalkers1 - Aug 24 2023 - 38 comments
HUD scaling now doesn't work at all. With HUDScale=1.000000 HUD is very large and doesn't change at all with other HUDScale values. Fix please!

Reply +5 votes



Spider-Man-Dev - Aug 24 2023 - 114 comments
We did note this and are working on it!

Reply +5 votes



stalkers1 - Aug 25 2023 - 38 comments
If make a quick save (F6), then after a quick load (F9), the game crashes to the desktop with an error.

Reply +2 votes



Quix0r - Aug 27 2023 - 32 comments
Ah, so I'm not alone with it under WINE (Linux).

Reply +1 vote



Quix0r - Aug 28 2023 - 32 comments
I saved it cleanly, no ongoing action or so and then quick-loaded it, crash.

Reply +2 votes



Dasichsyndrom - Sep 10 2023 - 2 comments
oh is this Problem still there hmm

Reply +3 votes



Quix0r - Oct 11 2023 - 32 comments
Yes, from time to time it might randomly happen. 0.2.1 is still to low for a stable version I guess.

Reply +1 vote



Quix0r - Aug 27 2023 - 32 comments
And remember to always bet ... you have to push the sliders up after an update of the game (if you kept ini files).

Reply +1 vote



Guest - Sep 22 2023 - 713,411 comments
I can't get further in the level Slick Willy where the strip club is on fire.
I found the keycard where I can get through the area with the strip bars.
I also went through the ventilation shaft.
Here I stand in front of a locked door.

Reply +2 votes



Jurdz - Mar 5 2024 - 3 comments
I am upstairs in the investigate the attack on the lady killer and have got to the aree where the popcorn machine but cant find where to go after this.
any help appreciated

Reply +2 votes



rataje - Mar 23 2024 - 159 comments
I guess that is due to the fact that nobody "officially" worked on that chapter yet (except meowth, another guy and me). When I left the project in the same year of the leak, the Slick Willy maps were basically already repaired by us three to the point where it could have been played through. But I'm not surprised that my criticism wasn't addressed. One of the reasons why I left the project. I wouldn't be surprised if the level changer/transition fix by slade (Master of Rune modding) is still not included in the repo. Same to the Credits map. It was already repaired by me too.

Reply +2 votes



Spoonny - Sep 29 2023 - 29 comments
When I try to launch the game for the first time after choosing the renderer (Dirctx9, directx8, etc) it gives a message saying there is a "debug assertion fail". Am I supposed to use this to patch the last update, or is it something else?

Reply +3 votes



LeoWolf5 - Nov 11 2023 - 2 comments
Every time I restart the game after quitting and try to load any save it says that:
DukeForever.exe caused an EXCEPTION_ACCESS_VIOLATION in module Engine.dll at 0023:5F0AD65E, UObject::ProcessEvent0+0126 byte(s)
- Register Dump -
EAX=00000000 EBX=1853C000 ECX=1853C000 EDX=00006535
ESI=00000000
EDI=0E289D80 EBP=00FAF6D4 ESP=00FAF690 EIP=5F0AD65E
FLG=00210202
CS=0023 DS=002B SS=002B ES=002B FS=0053 GS=002B
Stack Trace
0023:5F0AD65E Engine.dll, UObject::ProcessEvent0+0126 byte(s)
0023:5F02B801 Engine.dll, AActor::UpdateTimers()+0417 byte(s)
0023:5F029E90 Engine.dll, AActor::Tick()+2432 byte(s)
0023:5F02A6AB Engine.dll, ULevel::Tick(+1035 byte(s)
0023:5F02188F Engine.dll, UGameEngine::Tick0+0543 byte(s)
0023:5F031D81 Engine.dll, MainLoop(+0209 byte(s)
0023:00E3A1B4 DukeForever.exe
0023:00E3AC2F DukeForever.exe
0023:7521FCC9 KERNEL32.DLL, BaseThreadInitThunk()+0025 byte(s)

[Duke It Out](#)



[nudity](#)



0023:77367C6E ntdll.dll, RtlGetAppContainerNamedObjectPath0+0286
byte(s)
0023:77367C3E ntdll.dll, RtlGetAppContainerNamedObjectPath(+0238
byte(s)
-- Memory Status
45% of memory currently in use
Physical memory: 0.00M / 1024.00M
Page file: 1024.00M / 2048.00M
Virtual memory:696.98M / 4095.88M
Working set: 32000 / 159000
--- Drive Status ---
C:\ - 106383.8M/148897.4M [Fixed]
D:\ - 734814.4M/803869.0M [Fixed]
--- System Information -
Microsoft
Windows 2000 (Version:6.2, Build: 9200)
Up Time: 8.82 hours
Current Directory:D:\INSTALL\DNFRP-Duke-It-Out-0.2.1\System
Windows Directory:C:\WINDOWS
System Directory:C:\WINDOWS\system32
-- Build Information
C:\Duke4\Stable\Launch\Src\Launch.cpp Modified: Mon Aug 21
16:43:55 2023
C:\Duke4\Stable\Launch\Src\Launch.cpp Built: Aug 21 2023,18:24:00
Settings: NDEBUG
cplusplus _CPPRTTI _CPPUNWIND _DLL
_M_IX86=600_MSC_EXTENSIONS_MSC_VER=1936_MT_WIN32
How to fix that?

🗨️ Reply 📈 📉 +2 votes



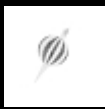
donster84 - Dec 23 2023 - 3 comments
im having the same problem too i cant load my save or any other saves

🗨️ Reply 📈 📉 +1 vote



Quix0r - Mar 16 2024 - 32 comments
It needs to be fixed in Engine.dll. The only "fix" was to play it again from scratch. So far what I found is, that loading a saved game depends on the location where you saved it. Sometimes it loads and then I was able to load it again. Maybe some internal game flags/triggers are not properly set/reset?

🗨️ Reply 📈 📉 +1 vote



LeoWolf5 - Mar 19 2024 - 2 comments
I think i found out to at least reduce crashes though it worked with previous version, but may be fine with new either. You need to set Windows compatibility with XP in app preferences and use DX8 as renderer. Maybe this also could prevent save corruption? Gonna download this version and try later...

🗨️ Reply 📈 📉 +2 votes



Guest - Jul 19 2024 - 713,411 comments
This comment is currently awaiting admin approval, join now to view.



Guest - Nov 17 2023 - 713,411 comments
Fun

🗨️ Reply 📈 📉 +2 votes



Guest - Dec 24 2023 - 713,411 comments
BugslayerUtil.dll and Engine.dll are not found or in my recycle bin. I have been able to play the first time I loaded the game then tried to at a later date but couldn't start a game because it wouldn't accept any user names. Despite deleting and redownloading/unzipping/installing the game many times all I get is the above error.

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Quix0r - Mar 16 2024 - 32 comments
Please download it again and extract it to c:/ . Deeper directories aren't stable to use e.g. c:/Program Files/ will more likely crash it. The 2 files should be in the ZIP file at proper place. Also make sure to extract full path structure and all at once.

🗨️ Reply 📈 📉 +1 vote



Goon-Man - Dec 30 2023 - 11 comments
Could you please fix the save error? I tried loading the game into a save I made but instead of leading it in, it just crashed. I would be happy if you fixed it.

🗨️ Reply 📈 📉 +2 votes



Guest - Jan 14 2024 - 713,411 comments
Still feels like mouse isn't using raw inputs. Or like it's skipping around at least. Checked both the default and user .ini files and both say smoothing is off and the threshold is 0 but I can definitely feel it in game.

🗨️ Reply 📈 📉 +1 vote



Maddog100 - Jan 21 2024 - 128 comments
Broken mess this is. So far:

No music in the first level, no sounds from the NPC's or the crowd from the tv show, the NPC who guides you to the tv show, stops at the first corner, after 5 new attempts it somehow worked but sitting in the chair with the host, nothing happened, no action script started or anything. So this become boring pretty fast.

For the time being, I'll go back to Ashes 2063, MUCH better old game.

🗨️ Reply 📈 📉 0 votes





Guest - Feb 17 2024 - 713,411 comments

Huh, I've played this build a few times, and haven't had those issues. But keep in mind this project is still in the very early stages. I mean they still have a TON of the game to finish, fix up etc. For two years of progress on a project that seeks to take a leaked build of a incomplete game and finish it, all done by volunteers, for free, in their spare time... I'd say it's pretty impressive already, and will only get better

🗨️ Reply +2 votes



Maddog100 - Feb 22 2024 - 128 comments

Oh yes, I 100% agree on that, don't get me wrong! I only stated what I experienced when playing it, that's all.

🗨️ Reply +2 votes



Author

LiquidOtacon - Feb 20 2024 - 51 comments

Sounds like you were either playing original maps or did something wrong like copying the files over the leak.

🗨️ Reply +2 votes



Maddog100 - Feb 22 2024 - 128 comments

Yes, it could be, I should check that out. Thanks for the reply

🗨️ Reply +2 votes



Quix0r - Mar 16 2024 - 32 comments

Always remove older game files first by deleting c:/duke4/ and then extracting the ZIP with full path (very important) to c:/ again.

🗨️ Reply +1 vote



Quix0r - Apr 15 2024 - 32 comments

Remember that this version is 0.2.1 so it is far from being completed. And for that it is already kinda playable.

🗨️ Reply +1 vote



derAlptraum - Apr 25 2024 - 13 comments

First of all, i'm a bit late to play it but good job so far!

Game crashes to desktop whenever i try to load a save file. I don't know why is this happening but it's so discouraging. This is the first time i am playing DNF. Didn't overwrite files from older versions or anything.

Best Regards

🗨️ Reply +2 votes



derAlptraum - Apr 25 2024 - 13 comments

Here's the crash report if it helps to find a solution. [Imgur.com](#)

🗨️ Reply +1 vote



Guest - Apr 27 2024 - 713,411 comments

This comment is currently awaiting admin approval, join now to view.



protivakid - May 1 2024 - 2 comments

Does this work on XP 32-bit? Seeing a "not a valid Win32 application" error on two different machines. Guessing this was compiled for newer 64-bit systems only?

🗨️ Reply +1 vote



Author

LiquidOtacon - May 3 2024 - 51 comments

No it is still compiled in 32 bit however there are other issues.

We have a separate XP build that is still in development. Hopefully further info down the line

🗨️ Reply +3 votes



Guest - Sep 29 2024 - 713,411 comments

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