































ma... 42 Branches 45 Tags Go to file Go to file <> Code ...

 **AJenbo**

Fix link in installing.md

c17a167 · 12 hours ago

11,348 Commits

	.devcontainer	Migrate from SimpleIni to our own impl...	2 weeks ago
	.github	Android major upgrades (#7524)	last week
	3rdParty	CMake: FetchContent EXCLUDE_FROM_...	last week
	CMake	macOS 10.4: Guard non-existing APIs	3 days ago
	Packaging	Update Amiga build configs	last week
	Source	Debug: Insivible (#7543)	2 days ago
	Translations	Update Polish translations. (#7525)	last week
	android-project	Android major upgrades (#7524)	last week
	assets	Allow for item drop rates up to 255 (#7...	last week
	docs	Fix link in installing.md	12 hours ago
	test	Make invalid items unusable (#7506)	3 days ago
	tools	Update Polish translations. (#7525)	last week
	uwp-project	uwp-project/devilutionx.vcxproj: Add 3r...	3 months ago
	.editorconfig	Check DevilutionX version	3 months ago
	.gdbinit	Organize gdb/llvm files a bit better	3 months ago
	.gitattributes	.gitattributes: Do not let git change line...	3 years ago
	.gitignore	aarch64-linux-gnu cross-compilation	last year
	.lldbinit	Organize gdb/llvm files a bit better	3 months ago
	Brewfile	Add google-benchmark	3 months ago
	CMakeLists.txt	Only set CMAKE_OSX_DEPLOYMEN...	3 days ago
	CMakeSettings.json	Create config for building release with ...	last year
	CODE_OF_CONDUCT.md	Create CODE_OF_CONDUCT.md	3 years ago
	LICENSE.md	Update LICENSE (#2279)	2 years ago
	README.md	Correct link to extract instructions in R...	12 hours ago
	VERSION	Update VERSION to 1.6.0	last year
	codecov.yml	Update codecov.yml	2 years ago
	doxygen.config	 Fixes Doxygen warnings (#4904)	2 years ago
	vcpkg.json	Upgrade vcpkg baseline commit	last week

DEVILUTIONX

chat

596 online

downloads

310k









codecov

30%

About

Diablo build for modern operating systems

[#game](#) [#homebrew](#) [#debian](#) [#diablo](#)
[#hacktoberfest](#) [#hacktober](#) [#devilution](#)

-  Readme
-  View license
-  Code of conduct
-  Activity
-  Custom properties
-  **8.1k** stars
-  **199** watching
-  **794** forks

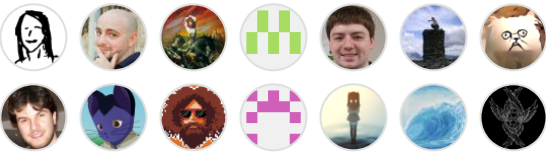
Report repository

Releases 20

 **1.5.3** Latest
on Aug 31

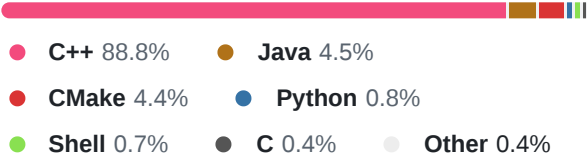
[+ 19 releases](#)

Contributors 235



[+ 221 contributors](#)

Languages





(The health-bar and XP-bar are off by default but can be enabled in the [game settings](#). Widescreen can also be disabled if preferred.)

What is DevilutionX

DevilutionX is a port of Diablo and Hellfire that strives to make it simple to run the game while providing engine improvements, bug fixes, and some optional quality of life features.

Check out the [manual](#) for available features and how to take advantage of them.

For a full list of changes, see our [changelog](#).

How to Install

Note: You'll need access to the data from the original game. If you don't have an original CD, you can [buy Diablo from GoG.com](#) or Battle.net. Alternatively, you can use `spawn.mpq` from the [shareware \[2\]](#) version, in place of `DIABDAT.MPQ` , to play the shareware portion of the game.

Download the latest [DevilutionX release](#) and extract the contents to a location of your choosing or [build from source](#).

- Copy `DIABDAT.MPQ` from the CD or Diablo installation (or [extract it from the GoG installer](#)) to the DevilutionX folder.
- To run the Diablo: Hellfire expansion, you will also need to copy `hellfire.mpq` , `hfmonk.mpq` , `hfmusic.mpq` , and `hfvoice.mpq` .

For more detailed instructions: [Installation Instructions](#).

Contributing

We are always looking for more people to help with [coding](#), [documentation](#), [testing the latest builds](#), spreading the word, or simply just hanging out on our [Discord server](#).

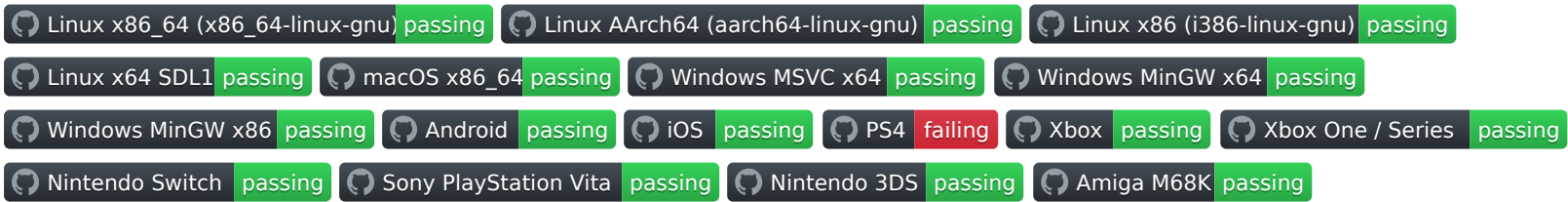
Mods

We hope to provide a good starting point for mods. In addition to the full Devilution source code, we also provide modding tools. Check out the list of known [mods based on DevilutionX](#).

Test Builds

If you want to help test the latest development version (make sure to back up your files, as these may contain bugs), you can fetch the test build artifact from one of the build servers:

Note: You must be logged into GitHub to download the attachments!



Building from Source

Want to compile the program by yourself? Great! Simply follow the [build instructions](#).

Credits

- The original Devilution project: [Devilution](#)

- [Everyone](#) who worked on Devilution/DevilutionX
- [Nikolay Popov](#) for UI and graphics
- [WiAParker](#) for the Polish voice pack
- And thanks to all who support the project, report bugs, and help spread the word ❤️

Legal

DevilutionX is made publicly available and released under the Sustainable Use License (see [LICENSE](#))