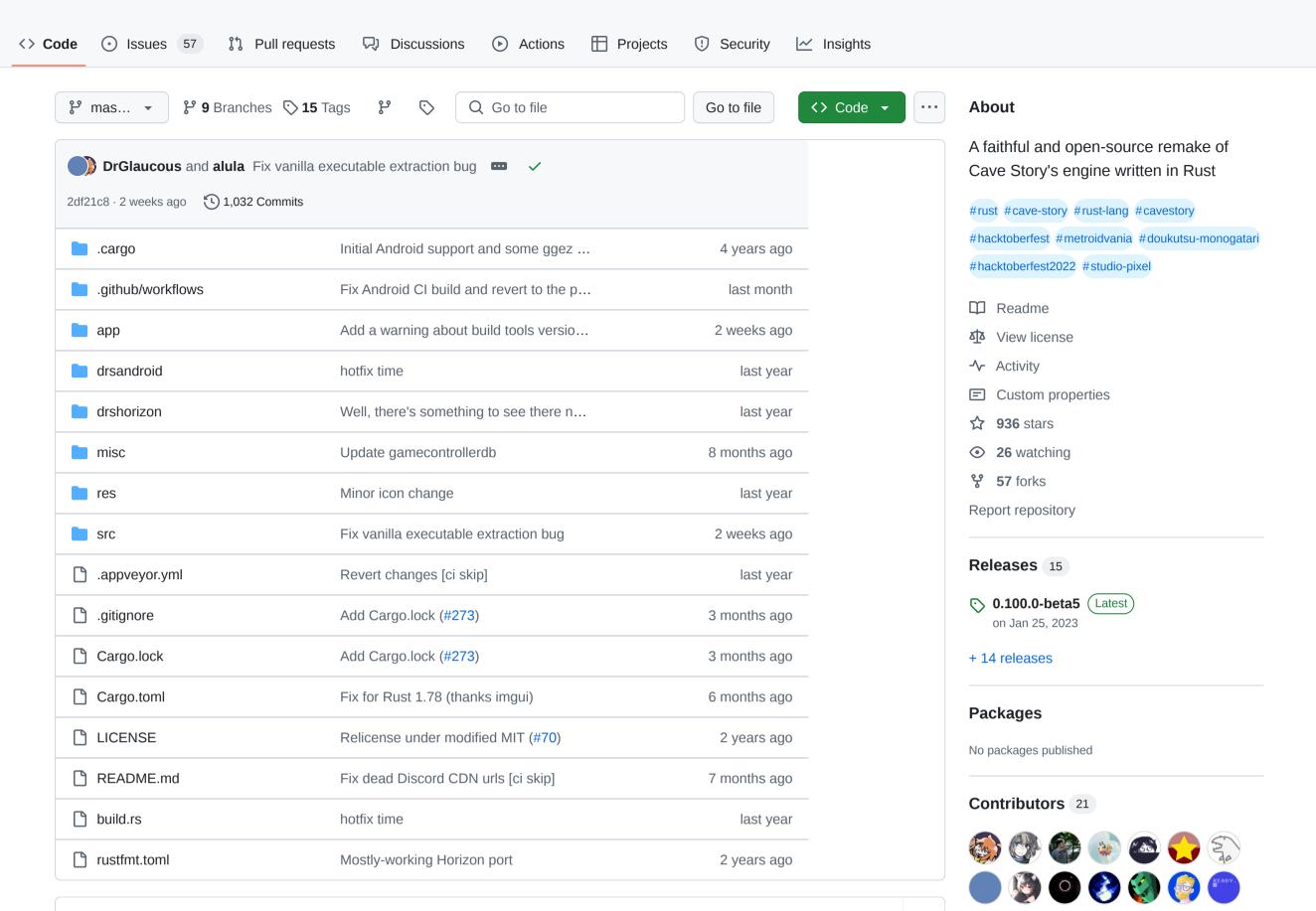
Goukutsu-rs / doukutsu-rs Public



README
 License



 Rust 98.9%
 Java 0.8%

 GLSL 0.1%
 Shell 0.1%

CMake 0.1% • JavaScript 0.0%

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+ 7 contributors

Languages

A fully playable re-implementation of the Cave Story (Doukutsu Monogatari) engine written in Rust.

Join the Discord server

CI passing

• Get nightly builds (recommended for now, has latest fixes and improvements)

Permalinks to latest builds from master branch:

- Windows (64-bit)
- Windows (32-bit)
- macOS (Intel, 64-bit, 10.14+)
- macOS (Apple M1, 11.0+)
- Linux (64-bit)
- Android (armv7/arm64/x86)
- <u>Get stable/beta builds from GitHub Releases</u>

(i) Note

macOS note: If you get a "doukutsu-rs" can't be opened message, right-click doukutsu-rs.app and click open.

(i) Note

If you get issues with Epic Games Store version, scroll down for instructions.

Data files

In order to work doukutsu-rs needs to be paired with supported data files. This repository does not contain any data files.

doukutsu-rs works fine with freeware data files or NXEngine(-evo) or from a supported copy of Cave Story+.

How to set up data files on Android

Supported game editions and data file acquisition guides

Freeware

doukutsu-rs works out of the box when it's placed in the same directory as the original Doukutsu.exe executable. On the initial startup, doukutsu-rs will automatically extract the additional resources that are embedded in the vanilla game into the data directory. Until that is done, both doukutsu-rs and the vanilla executable have to exist in the directory.

Example root directory

Cave Story+

doukutsu-rs can be used as drop-in replacement for cavestory+.exe. No modifications to game files are needed.

Original version (first released in 2011 on Steam) - expand for instructions

Steam release (Win/Mac/Linux)

▲ Warning

EPIC GAMES STORE VERSION WARNING

Nicalis for some reason ships a stray openg132.dll DLL from Windows 7 with the Epic Games Store copies of Cave Story+.

However as the game is 32-bit and the dll is 64-bit it has no effect on the original version, but as it's a core Windows DLL and doukutsu-rs ships 64-bit builds and uses OpenGL, it's makes the game crash on startup.

The fix is to simply delete openg132.dll, as it's not used anyway.

- ► Epic Games Store
- ► GOG
- ► Humble Bundle
- ► WiiWare

Remastered version (first released in 2017 on Switch)

(i) Note

This version is **incompatible** with saves from the original version.

Interchanging the save files may result in spawning in wrong locations, softlocks, graphical glitches, or other issues.

Nintendo Switch

Controls

Same controls as the default for freeware and Cave Story+ keyboard.

To change, use the control customization menu or edit doukutsu-rs\data\settings.json within your user directory.

	P1	P2
Movement	$\leftarrow \uparrow \downarrow \rightarrow$, L . /
Jump	Z	В
Shoot	x	Ν
Cycle Weapon	A and S	G and H
Inventory / Skip cutscene	Q	Т
Мар	W	Υ
Strafe	LShift	RShift

- Alt + Enter Toggle Fullscreen
- F2 (While paused) Quick Restart

Screenshots

► Freeware

- ► Original CS+
- Remastered CS+

Credits

- Studio Pixel/Nicalis for Cave Story
- <u>@Daedily</u> brand artwork (Icon / Banner / Server), screenshots for this guide.
- <u>ggez</u> parts of it are used in crate::framework , notably the VFS code.
- <u>Clownacy</u> widescreen camera code.
- <u>LunarLambda for organism</u> used as basis for our Organya playback engine.
- <u>Zoroyoshi</u> k12x10 font we use as built-in font.